1636

BATTLETECH REINFORCEMENTS 2

ADDITIONAL UNITS FOR BATTLETECH

BATTLETECH

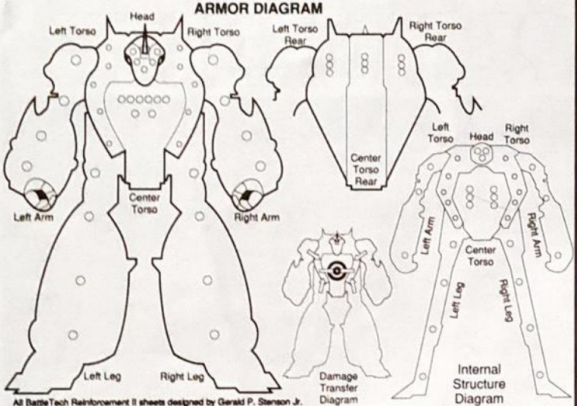
THE RETURN OF KERENSKY

BATTLETECH REINFORCEMENTS 2

ADDITIONAL UNITS FOR BATTLETECH

BATTLETECH®

ARMOR DIAGRAM



All BattleTech Reinforcement II sheets designed by Gerald P. Stanson Jr.

MECH DATA

Type: FLE-17 FLEA
Tonnage: 20 TONS
Movement Points:
Walking: 6 (12)
Running: 9 (12)
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM PULSE LASER	RA
1	MEDIUM PULSE LASER	LA
1	FLAMER	CT
1	SMALL LASER	LT (R)
1	SMALL LASER	RT (R)

AMMO:
NONE

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Small Laser
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Flamer
6. MASC

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Small Laser
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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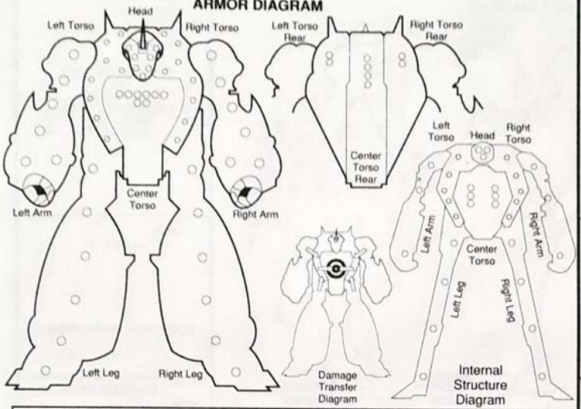
ARMOR DIAGRAM



MECH DATA

Type: HNT-171 HORNET
Tonnage: 20 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 3

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 5	RT
1	ANTI-MISSILE SYSTEM	H
1	MEDIUM LASER	RA

AMMO:
L.R.M. Packs 24
Missiles per pack 5
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. LRM Ammo
2. Ammo (Anti-missile)
1 3. Case
4. Jump Jet
5. Heat Sink
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1 4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM 5
2. Jump Jet
1 3. Heat Sink
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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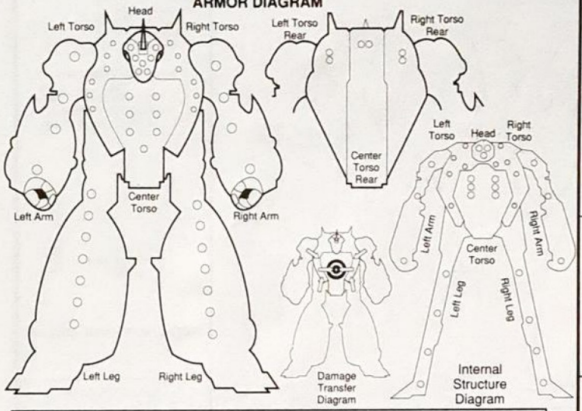
ARMOR DIAGRAM



MECH DATA

Type: LCT-3M LOCUST
Tonnage: 20 TONS
Movement Points:
Walking: 8
Running: 12
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc
1	MEDIUM LASER	CT
1	ANTI-MISSILE SYSTEM	LA
2	SMALL LASER	LA
2	SMALL LASER	RA

AMMO:
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Anti-Missile System
5. Small Laser
6. Small Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Ammo (Anti-Missile)
2. Case
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. Small Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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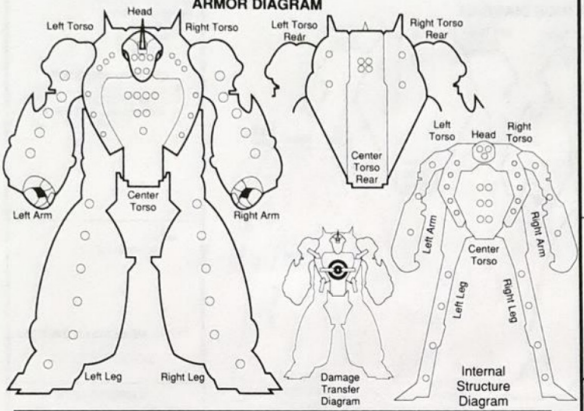
ARMOR DIAGRAM



MECH DATA

Type: MCY-97 MERCURY
Tonnage: 20 TONS
Movement Points:
Walking: 8 (16)
Running: 12(16)
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RA
1	SMALL LASER	CT

AMMO:
NONE

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Beagle Probe
2. Beagle Probe
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Small Laser
6. MASC

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
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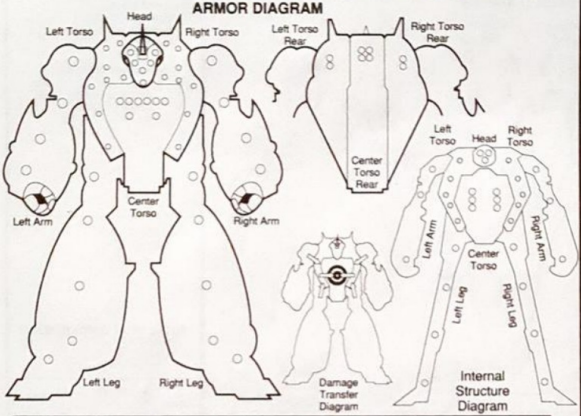
ARMOR DIAGRAM



MECH DATA

Type: STG-5M STINGER
Tonnage: 20 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc
1	MEDIUM LASER	RA
1	ANTI-MISSILE SYSTEM	RA
1	FLAMER	LA

AMMO:
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Jump Jet
1 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Anti-Missile System

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ammo (Anti -Missile)
2. Heat Sink
1 3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Roll Again

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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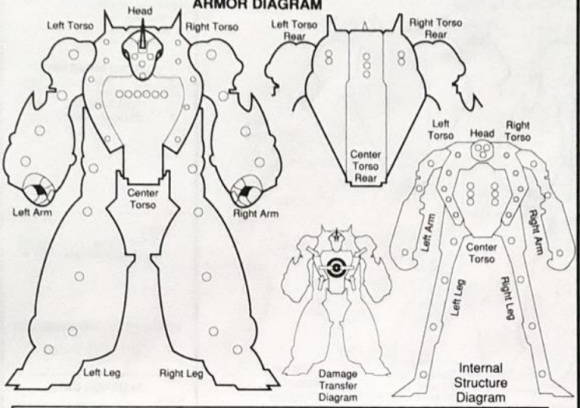
ARMOR DIAGRAM



MECH DATA

Type: WSP-3M WASP
Tonnage: 20 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM PULSE LASER	RA
1	SRM 2	RT

AMMO:
S.R.M. Packs 50
Missiles per pack 2

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

2 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. SRM Ammo
2. Case
1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Endo Steel

2 1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

2 1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

2 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. SRM 2
2. Heat Sink
1 3. Heat Sink
4. Heat Sink
5. Ferro-Fibrous
6. Endo Steel

2 1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
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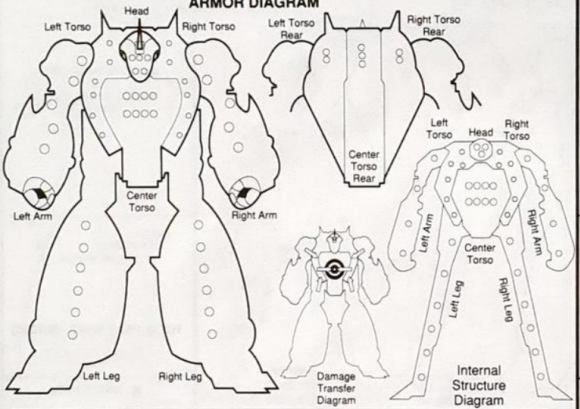
ARMOR DIAGRAM



MECH DATA

Type: COM-5S COMMANDO
Tonnage: 25 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 6	CT
1	SRM 2 STREAK	RA
1	MEDIUM LASER	LA

AMMO:
S.R.M. Packs 30 /50
Missiles per pack 6 / 2

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. Endo Steel
2. Roll Again
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Artemis IV FCS
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. SRM 6
6. SRM 6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. SRM 2 Streak
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. SRM 2 Ammo
2. Case
1 3. SRM 6 Ammo
4. SRM 6 Ammo
5. Endo Steel
6. Roll Again

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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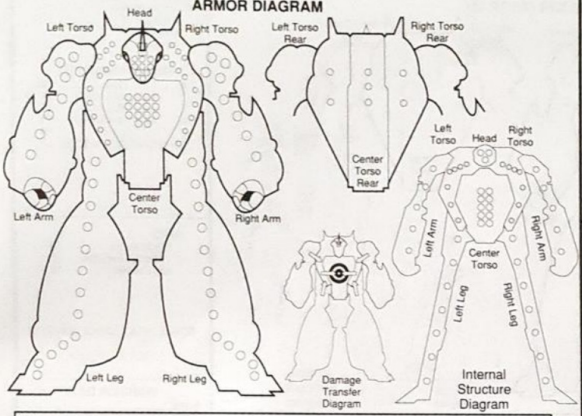
ARMOR DIAGRAM



MECH DATA

Type: FLC-4P FALCON
Tonnage: 30 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM PULSE LASER	RA
1	SMALL LASER	RA
1	SMALL LASER	LA
1	ANTI-MISSILE SYSTEM	LT

AMMO:
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Anti-Missile System
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Small Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ammo (Anti-Missile)
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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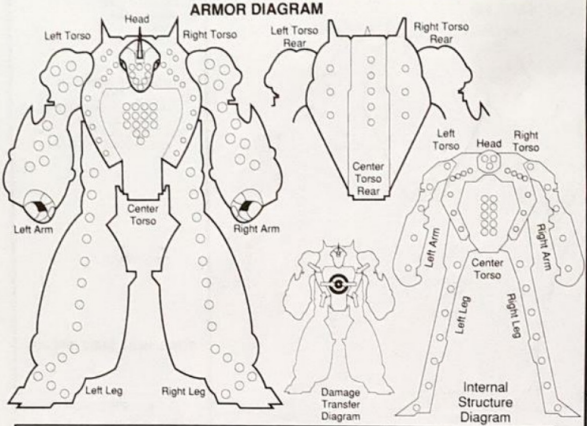
ARMOR DIAGRAM



MECH DATA

Type: FFL-4B FIREFLY
Tonnage: 30 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	LT
1	MEDIUM LASER	CT
1	MEDIUM LASER	RT
1	LRM 5	RT
1	ANTI-MISSILE SYSTEM	LA

AMMO:
L.R.M. Packs 24
Missiles per pack 5
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Anti-Missile System
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. LRM Ammo
3. Ammo (Anti-Missile)
4. Case
5. Heat Sink
6. Heat Sink

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Medium Laser
2. LRM 5
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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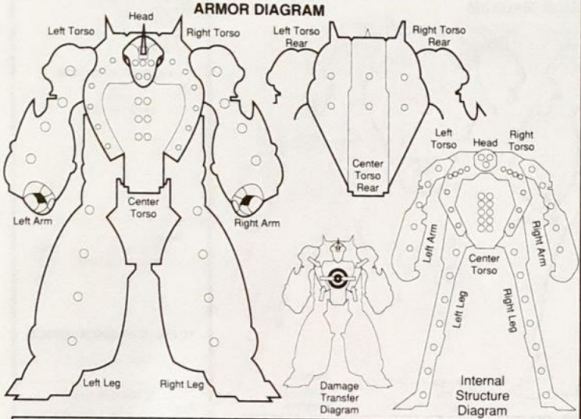
ARMOR DIAGRAM



MECH DATA

Type: HER-3S HERMES
Tonnage: 30 TONS
Movement Points:
Walking: 9 (18)
Running: 14 (18)
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:
NONE

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. MASC
2. MASC
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. Beagle Probe
2. Beagle Probe
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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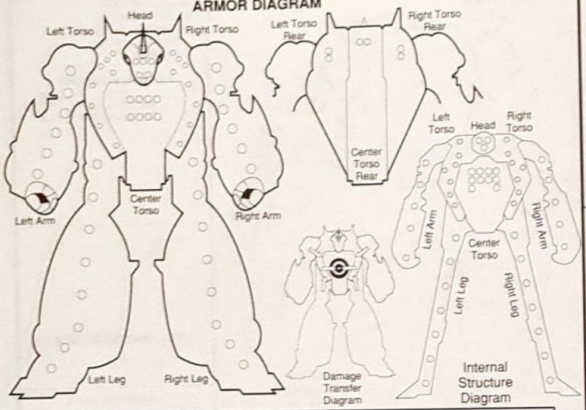
ARMOR DIAGRAM



MECH DATA

Type: JVN-10P JAVELIN
Tonnage: 30 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc
1	SRM 6	RT
2	SRM 2 STREAK	LT

AMMO:
S.R.M. Packs 15/50
Missiles per pack 6 2

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	[11]	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM 2 Streak
2. SRM 2 Streak
3. SRM 2 Ammo
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 6
2. SRM 6
3. SRM 6 Ammo
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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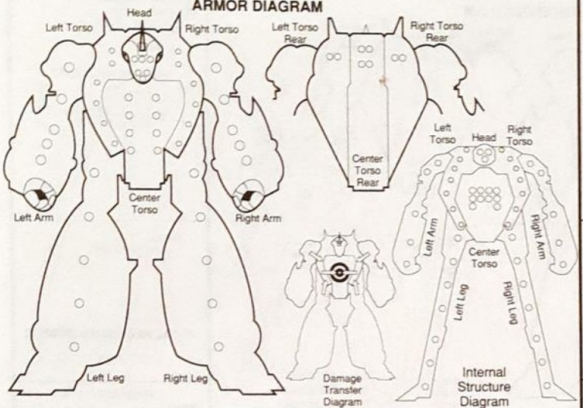
ARMOR DIAGRAM



MECH DATA

Type: SDR-7M SPIDER
Tonnage: 30 TONS
Movement Points:
Walking: 8
Running: 12
Jumping: 8

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM PULSE LASER	CT
1	MEDIUM PULSE LASER	CT

AMMO:
NONE

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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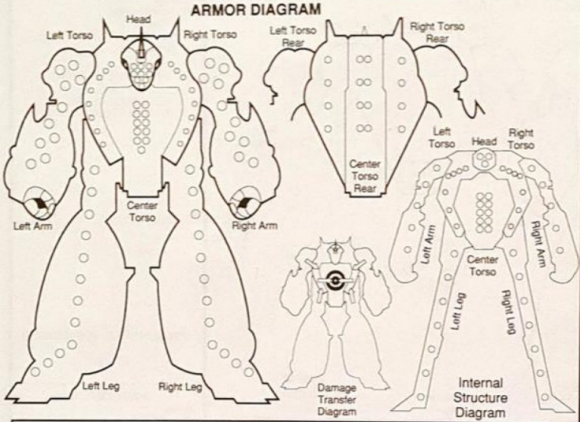
ARMOR DIAGRAM



MECH DATA

Type: UM-R63 URBANMECH
Tonnage: 30 TONS
Movement Points:
Walking: 2
Running: 3
Jumping: 2

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	RA
1	SMALL PULSE LASER	LT
1	SMALL LASER	LA

AMMO:
AUTOCANNON 10

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Small Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Small Pulse Laser
2. Heat Sink
1 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. LB 10-X
2. LB 10-X
2 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Right Torso

1. Ammo (LB 10-X)
2. Heat Sink
1 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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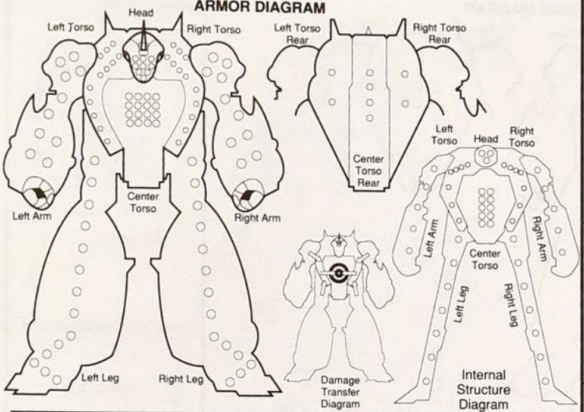
ARMOR DIAGRAM



MECH DATA

Type: VLK-QD VALKYRIE
Tonnage: 30 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	LT
1	MEDIUM PULSE LASER	RA

AMMO:
L.R.M. Packs 12
Missiles per pack 10

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. LRM 10
2. LRM 10
3. Artemis IV FCS
4. Heat Sink
5. Heat Sink
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM Ammo
2. Case
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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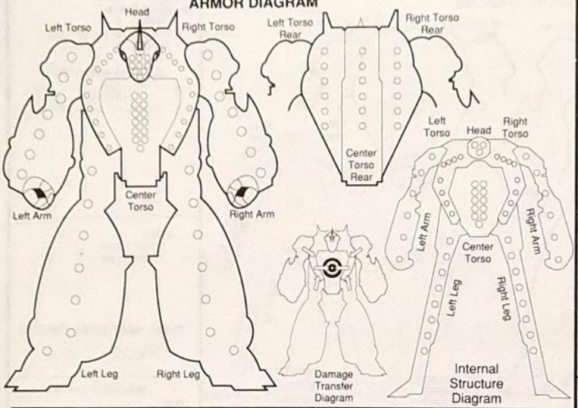
ARMOR DIAGRAM



MECH DATA

Type: FS9-S FIRESTARTER
Tonnage: 35 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	FLAMER	RA
1	FLAMER	CT
1	FLAMER	CT(R)
1	FLAMER	LA
1	MEDIUM LASER	LA
1	MEDIUM LASER	RA
1	SMALL LASER	RT
1	ANTI-MISSILE SYSTEM	LT

AMMO:
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Endo Steel
6. Endo Steel

Left Torso

1. Anti-Missile System
2. Ammo (Anti-Missile)
3. Beagle Probe
4. Beagle Probe
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Flamer
6. Flamer

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Small Laser
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

FASA CORPORATION

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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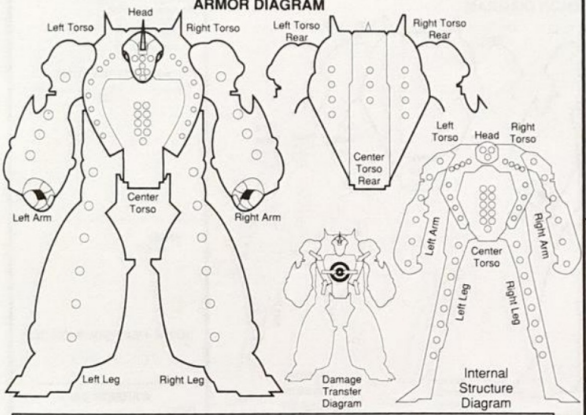
ARMOR DIAGRAM



MECH DATA

Type: JR7-K JENNER
Tonnage: 35 TONS
Movement Points:
Walking: 7
Running: 11
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	CT
2	MEDIUM LASER	RA
2	MEDIUM LASER	LA

AMMO:
S.R.M. Packs 25
Missiles per Pack 4

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM Ammo
2. Case
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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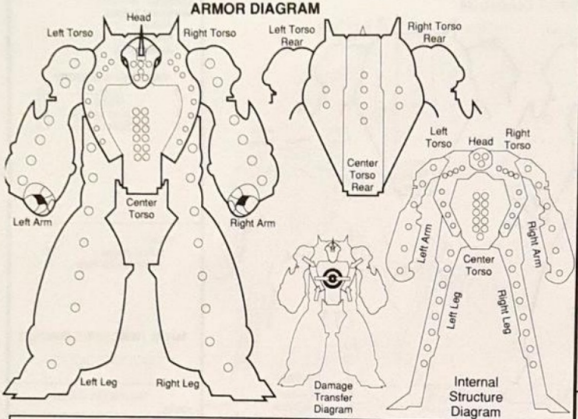
ARMOR DIAGRAM



MECH DATA

Type: OTT-7K OSTSCOUT
Tonnage: 35 TONS
Movement Points:
Walking: 8
Running: 12
Jumping: 8

WEAPONS INVENTORY

#	Type	Loc
	NONE	

AMMO:
NONE

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. Jump Jet
1 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. TAG
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Jump Jet
2. Jump Jet
1 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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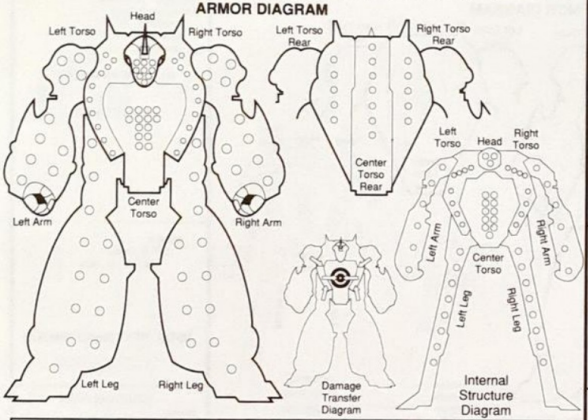
ARMOR DIAGRAM



MECH DATA

Type: PNT-10K PANTHER
Tonnage: 35 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	CT
1	ER PPC	RA

AMMO:
S.R.M. Packs 25
Missiles per Pack 4

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM Ammo
2. Case
1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. SRM 4
6. Artemis IV FCS

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. ER PPC
2. ER PPC
2 3. ER PPC
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
1 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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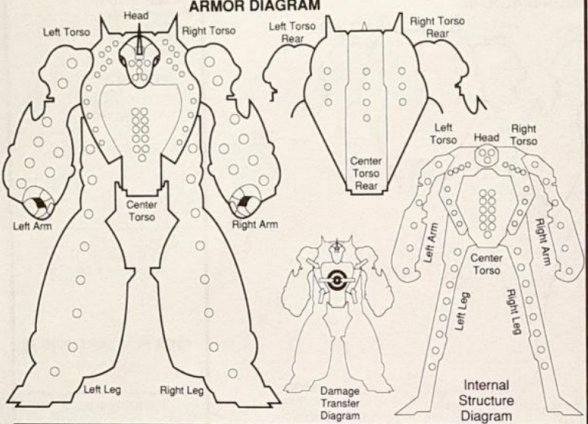
ARMOR DIAGRAM



MECH DATA

Type: RVN-3L RAVEN
Tonnage: 35 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc
1	SRM 6	RT
2	MEDIUM LASER	RA

AMMO:
S.R.M. Packs 15
Missiles per pack 6

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Narc Beacon
5. Narc Beacon
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. SRM Ammo
2. Case
3. Guardian ECM
4. Guardian ECM
5. Narc Pods
6. Roll Again

1. Engine
2. Engine
3. Engine
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Beagle Probe
6. Beagle Probe

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. SRM 6
2. SRM 6
3. TAG
4. Engine
5. Engine
6. Engine

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
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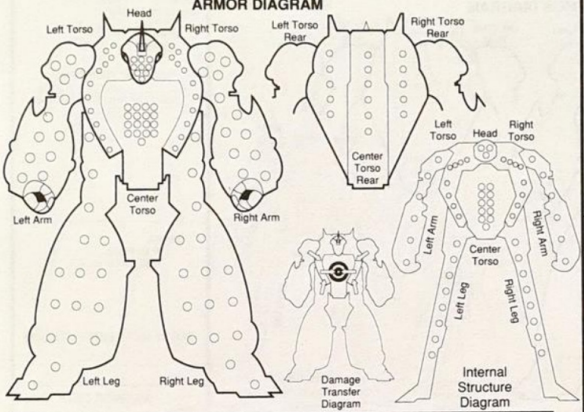
ARMOR DIAGRAM



MECH DATA

Type: WLF-2 WOLFHOUND
Tonnage: 35 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	RA
1	MEDIUM LASER	CT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	MEDIUM LASER	CT(R)

AMMO:
NONE

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Heat Sink
1 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Medium Laser
2. Heat Sink
1 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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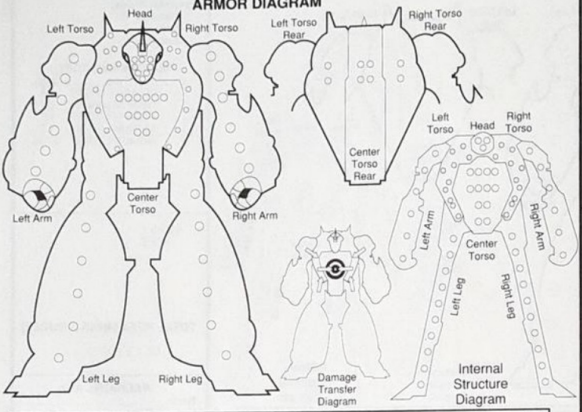
ARMOR DIAGRAM



MECH DATA

Type: ASN-23 ASSASSIN
Tonnage: 40 TONS
Movement Points:
Walking: 7
Running: 11
Jumping: 7

WEAPONS INVENTORY

#	Type	Loc
1	MEDIUM PULSE LASER	RA
1	LRM 5	RT

AMMO:
L.R.M. Packs 24
Missiles per pack 5

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. Jump Jet
1 3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LRM 5
2. LRM Ammo
1 3. Artemis IV FCS
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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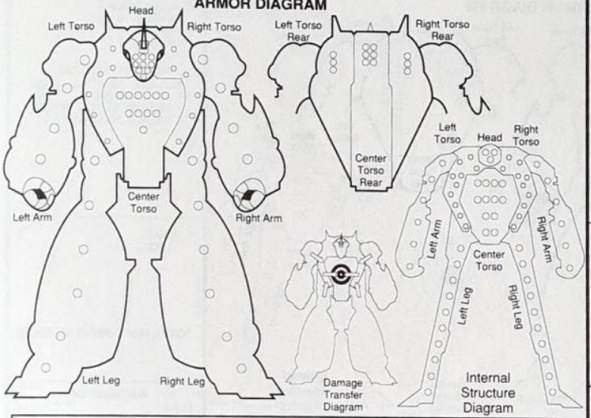
ARMOR DIAGRAM



MECH DATA

Type: CDA-3M CICADA
Tonnage: 40 TONS
Movement Points:
Walking: 8
Running: 12
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	AC/5 ULTRA	LT
1	SMALL PULSE LASER	CT

AMMO:
AUTOCANNON 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. AC/5 Ultra
1 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. AC/5 Ultra

1. Engine
2. Engine
2 3. Engine
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Small Pulse Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Medium Laser
2. Ammo (AC/5 Ultra)
1 3. Case
4. Roll Again
5. Roll Again
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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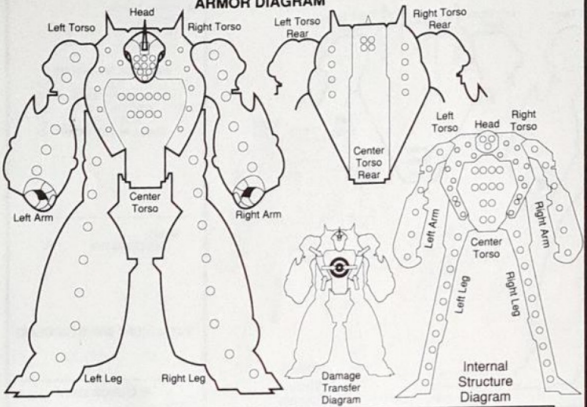
ARMOR DIAGRAM



MECH DATA

Type: CLNT-2-3U CLINT
Tonnage: 40 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RA
1	MEDIUM PULSE LASER	CT
1	MEDIUM PULSE LASER	LT

AMMO:
NONE

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Pulse Laser
2. Jump Jet
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Jump Jet
2. Heat Sink
1 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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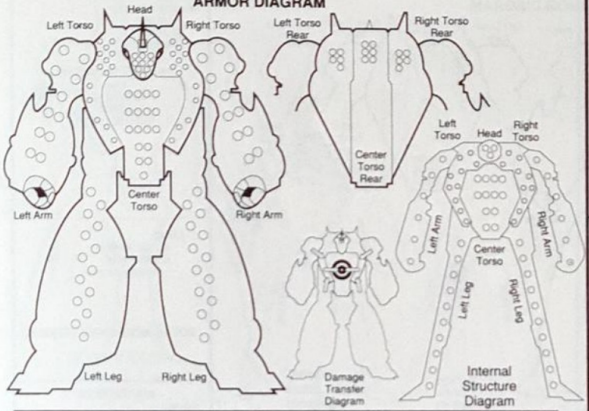
ARMOR DIAGRAM



MECH DATA

Type: HER-5S HERMES II
Tonnage: 40 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AC/5 ULTRA	RT
1	FLAMER	LA
1	MEDIUM PULSE LASER	RA

AMMO:
AUTOCANNON 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Ammo (AC/5 Ultra)
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. AC/5 Ultra
2. AC/5 Ultra
3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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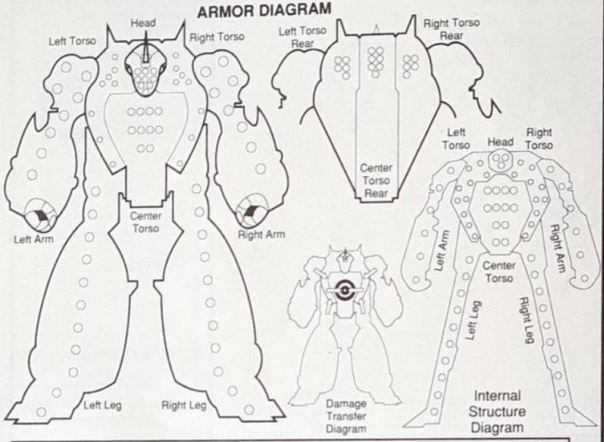
ARMOR DIAGRAM



MECH DATA

Type: STN-3M SENTINEL
Tonnage: 40 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AC/5 ULTRA	LA
1	SRM 2	RT
1	MEDIUM LASER	RT

AMMO:

AUTOCANNON	20
S.R.M. Packs	50
Missiles per pack	2

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. AC/5 Ultra
2. AC/5 Ultra
3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Roll Again

Left Torso

1. Ammo (AC/5 Ultra)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 2
2. SRM Ammo
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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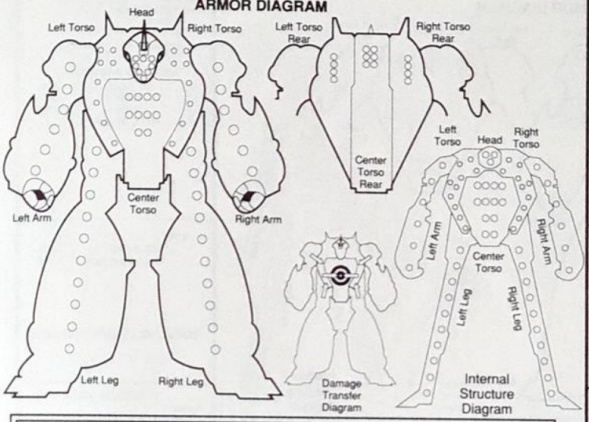
ARMOR DIAGRAM



MECH DATA

Type: VL-5M VULCAN
Tonnage: 40 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE PULSE LASER	RT
1	MEDIUM PULSE LASER	LT
1	FLAMER	RA
1	MACHINE GUN	LA

AMMO:
MACHINE GUN 200

TOTAL HEAT SINKS (DOUBLE)
○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Machine Gun
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Pulse Laser
2. Ammo (MG)
1 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Large Pulse Laser
2. Large Pulse Laser
1 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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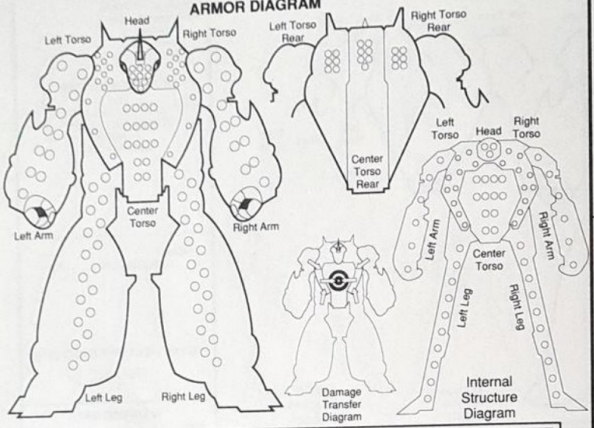
ARMOR DIAGRAM



MECH DATA

Type: WTH-2 WHITWORTH
Tonnage: 40 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	RT
1	LRM 10	LT
1	MEDIUM LASER	H

AMMO:
L.R.M. Ammo 12/12
Missiles per pack 10/10

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 10
2. LRM 10
3. Artemis IV FCS
4. LRM Ammo
5. Heat Sink
6. Heat Sink

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LRM 10
2. LRM 10
3. Artemis IV FCS
4. LRM Ammo
5. Heat Sink
6. Heat Sink

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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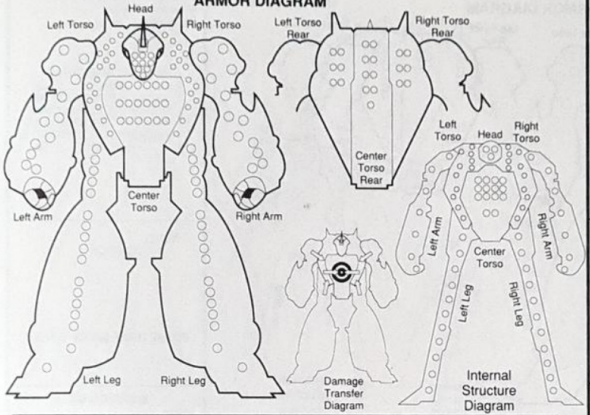
ARMOR DIAGRAM



MECH DATA

Type: BJ-2 BLACKJACK
Tonnage: 45 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	RA
1	ER LARGE LASER	LA
2	SRM 2 STREAK	LT
2	SRM 2 STREAK	RT

AMMO:
S.R.M. Packs 50/50
Missiles per pack 2 2

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM 2 Streak
2. SRM 2 Streak
3. SRM 2 Ammo
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 2 Streak
2. SRM 2 Streak
3. SRM 2 Ammo
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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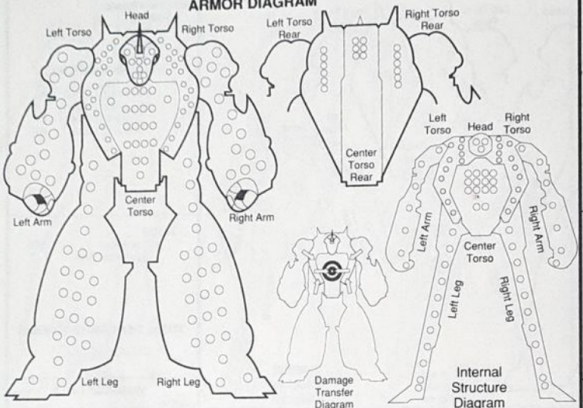
ARMOR DIAGRAM



MECH DATA

Type: HCT-5S HATCHETMAN
Tonnage: 45 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X AUTOCANNON	RT
1	MEDIUM PULSE LASER	RA
1	MEDIUM PULSE LASER	LA
1	MEDIUM PULSE LASER	LT
1	HATCHET	RA

AMMO:
AUTOCANNON 10

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Pulse Laser
2. Heat Sink
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Ferro-Fibrous
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

1. Hatchet
2. Hatchet
2 3. Hatchet
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LB 10-X
2. LB 10-X
1 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Ammo (LB 10-X)
2. Case
2 3. Heat Sink
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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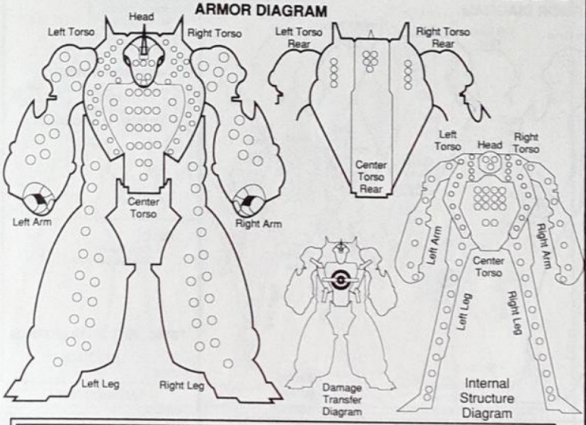
ARMOR DIAGRAM



MECH DATA

Type: PXH-3M PHOENIX HAWK
Tonnage: 45 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	RA
1	ER LARGE LASER	LA
1	MEDIUM PULSE LASER	RA
1	MEDIUM PULSE LASER	LA
1	ANTI-MISSILE SYSTEM	RA
1	MACHINE GUN	LA

AMMO:
ANTI-MISSILE 24
MACHINE GUN 200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Medium Pulse Laser
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. Ammo (Anti-Missile)
2. Ammo (Anti-Missile)
3. Ammo (MG)
4. Case
5. Endo Steel
6. Endo Steel

1. Engine
2. Engine
3. Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Medium Pulse Laser
2. Anti-Missile System
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

1. Engine
2. Engine
3. Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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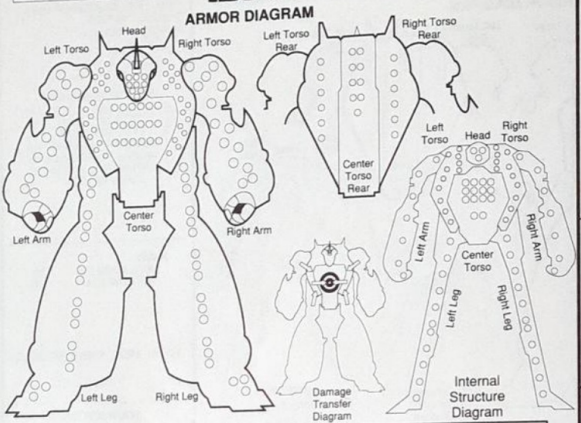
ARMOR DIAGRAM



MECH DATA

Type: VND-3L VINDICATOR
Tonnage: 45 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 5	LT
1	ER PPC	RA
1	MEDIUM PULSE LASER	H

AMMO:
L.R.M. Packs 24
Missiles per pack 5

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 5
2. Heat Sink
1 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LRM Ammo
2. Case
1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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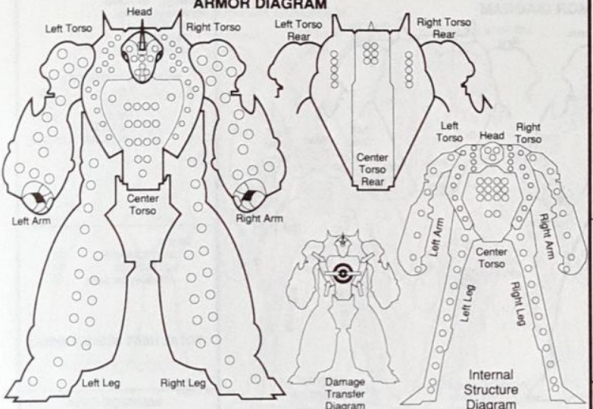
ARMOR DIAGRAM



MECH DATA

Type: WFT-1 WOLF TRAP
Tonnage: 45 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	RA
2	MEDIUM LASER	LT
1	LRM 10	CT

AMMO:

AUTOCANNON	20
L.R.M. Packs	12
Missile per pack	10

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Medium Laser
3. Engine
4. Engine
5. Engine
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. LRM 10
6. LRM 10

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Right Torso

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
3. Case
4. LRM Ammo
5. Endo Steel
6. Endo Steel

1. Engine
2. Engine
3. Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
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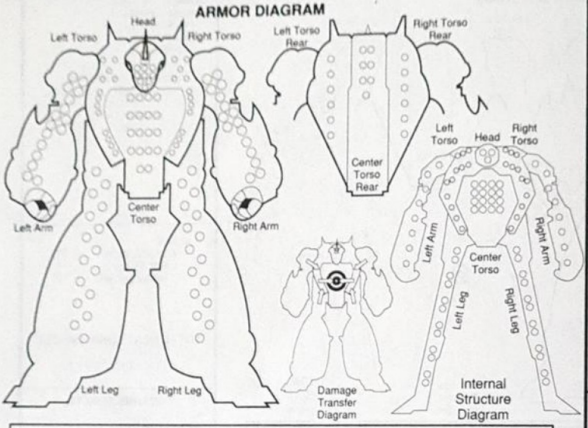
ARMOR DIAGRAM



MECH DATA

Type: CN9-D CENTURION
Tonnage: 50 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc
1	LB 10-X	RA
1	LRM 10	LT
1	MEDIUM LASER	CT
1	MEDIUM LASER	CT(R)

AMMO:

AUTOCANNON	20
L.R.M. Packs	24
Missiles per pack	10

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 10
2. LRM 10
3. Artemis IV FCS
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Engine
5. Engine
6. Engine

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Right Torso

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
3. Case
4. LRM Ammo
5. LRM Ammo
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
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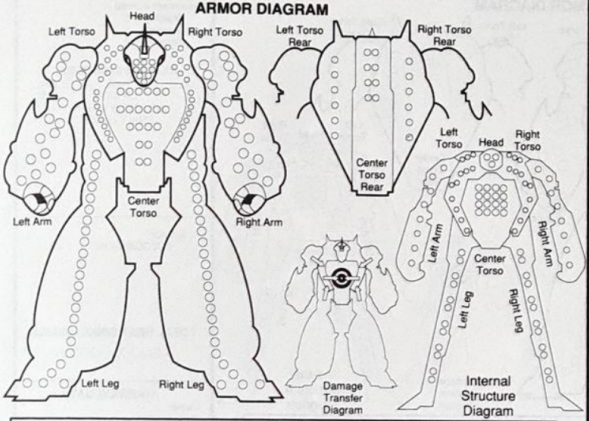
ARMOR DIAGRAM



MECH DATA

Type: CRB-27 CRAB
Tonnage: 50 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	LA
1	LARGE LASER	RA
1	MEDIUM LASER	CT
1	SMALL LASER	H

AMMO:
NONE

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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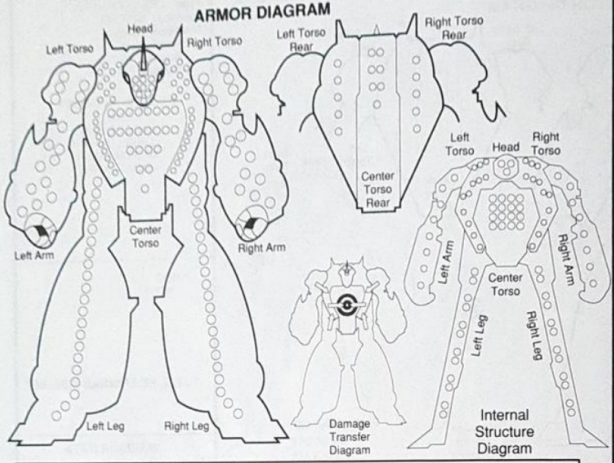
ARMOR DIAGRAM



MECH DATA

Type: ENF-5D ENFORCER
Tonnage: 50 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc
1	LB 10-X	RA
1	ER LARGE LASER	LA
1	SMALL LASER	LT

AMMO:
AUTOCANNON 20

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Small Laser
2. Jump Jet
1 3. Jump Jet
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Engine
2. Engine
2 3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. LB 10-X
2. LB 10-X
2 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Right Torso

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
1 3. Case
4. Jump Jet
5. Jump Jet
6. Ferro-Fibrous

1. Engine
2. Engine
2 3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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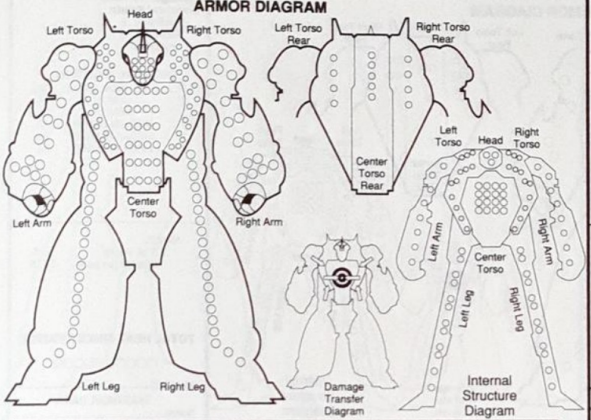
ARMOR DIAGRAM



MECH DATA

Type: HBK-5M HUNCHBACK
Tonnage: 50 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/20	RT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SMALL PULSE LASER	H

AMMO:
AUTOCANNON 5

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. Ammo (AC 20)
2. Case
1 3. Roll Again
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Torso

1. AC/20
2. AC/20
1 3. AC/20
4. AC/20
5. AC/20
6. AC/20

1. AC/20
2. AC/20
2 3. AC/20
4. AC/20
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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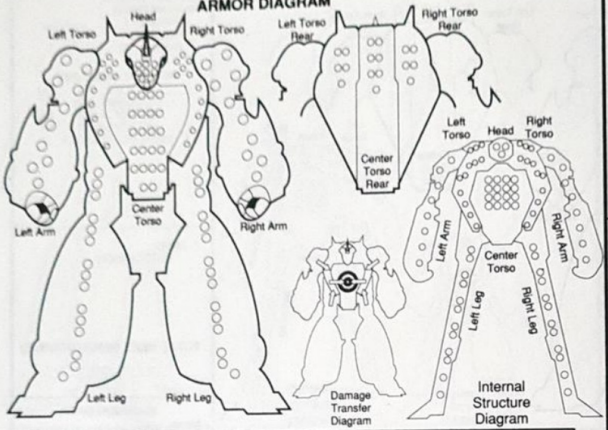
ARMOR DIAGRAM



MECH DATA

Type: TBT-7M TREBUCHET
Tonnage: 50 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 15	RT
1	LRM 15	LA
1	MEDIUM LASER	RA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:
L.R.M. Packs 8 / 8
Missiles per pack 15 15

TOTAL HEAT SINKS (DOUBLE)
○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. LRM Ammo
2. Case
1 3. Narc Beacon
4. Narc Beacon
5. Narc Pods
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. LRM 15
2. LRM 15
1 3. LRM 15
4. LRM Ammo
5. Case
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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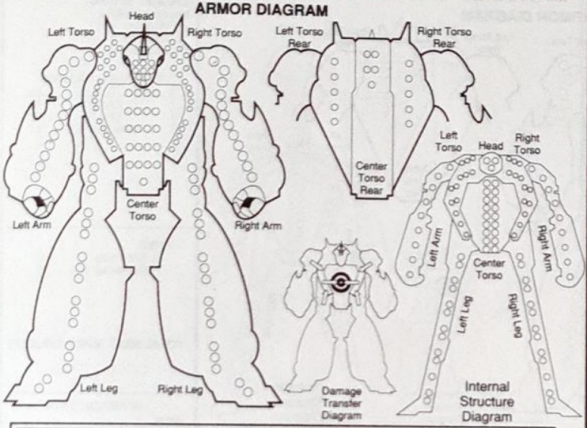
ARMOR DIAGRAM



MECH DATA

Type: DV-7D DERVISH
Tonnage: 55 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc
1	LRM 10	RT
1	LRM 10	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SRM 2 STREAK	RA
1	SRM 2 STREAK	LA

AMMO:

L.R.M. Packs	12/12
Missiles per pack	10 10
S.R.M. Packs	50/50
Missiles per pack	2 2

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. SRM 2 Streak
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. LRM 10
2. LRM 10
1 3. LRM Ammo
4. Case
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. SRM 2 Streak
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM 10
2. LRM 10
1 3. LRM Ammo
4. Case
5. SRM Ammo
6. SRM Ammo

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
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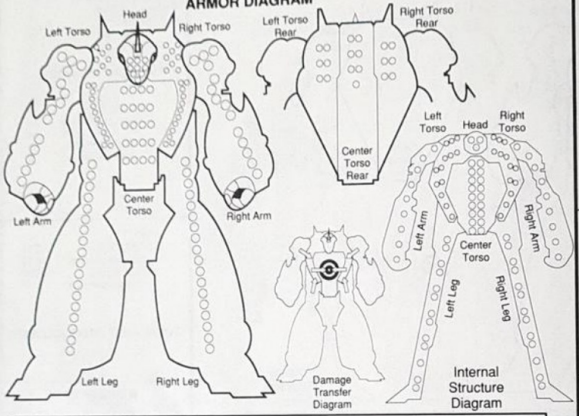
ARMOR DIAGRAM



MECH DATA

Type: GRF-3M GRIFFIN
Tonnage: 55 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RA
1	LRM 20	RT
1	SMALL LASER	LT

AMMO:
L.R.M. Packs 12
Missiles per pack 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM Ammo
2. LRM Ammo
1 3. Case
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Engine
2. Engine
2 3. Engine
4. Small Laser
5. Jump Jet
6. Jump Jet

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. ER PPC
2. ER PPC
2 3. ER PPC
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Torso

1. LRM 20
2. LRM 20
1 3. LRM 20
4. LRM 20
5. LRM 20
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Jump Jet
5. Jump Jet
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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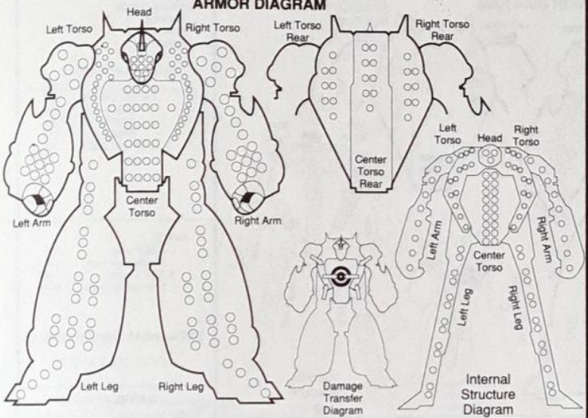
ARMOR DIAGRAM



MECH DATA

Type: HOP-4D HOPLITE
Tonnage: 55 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	RA
1	LRM 5	LA

AMMO:
AUTOCANNON 20
L.R.M. Packs 24
Missiles per pack 5

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 5
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. LRM Ammo
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Right Torso

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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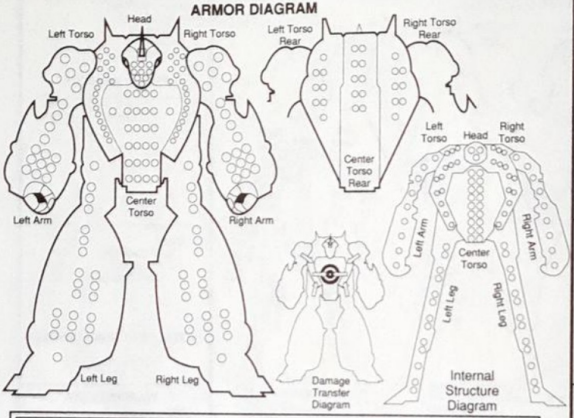
ARMOR DIAGRAM



MECH DATA

Type: KTO-20 KINTARO
Tonnage: 55 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	CT
1	LRM 5	RT
1	SRM 6	LA
1	SRM 6	RT
2	MEDIUM LASER	RA

AMMO:
L.R.M. Packs 24
Missiles per pack 5
S.R.M. Packs 15/15
Missiles per pack 6 6

TOTAL HEAT SINKS (DOUBLE)
○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM Ammo
2. SRM Ammo
3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Large Laser
6. Large Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LRM 5
2. SRM 6
3. SRM 6
4. SRM Ammo
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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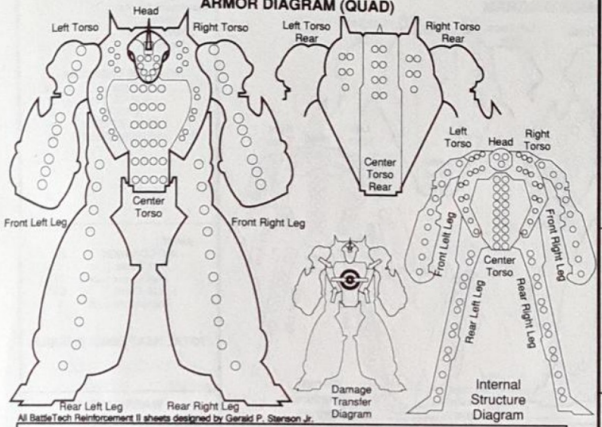
ARMOR DIAGRAM (QUAD)



All BattleTech Reinforcement II sheets designed by Gerald P. Stenson Jr.

MECH DATA

Type: SCP-1O SCORPION
Tonnage: 55 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RT
1	SRM 6	RT

AMMO:
S.R.M. Packs 15
Missiles per pack 6

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
1 4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
1 4. Foot Actuator
5. Roll Again
6. Roll Again

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Left Torso

1. SRM Ammo
2. Roll Again
3. Roll Again
1 4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
2 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. ER PPC
2. ER PPC
3. ER PPC
1 4. SRM 6
5. SRM 6
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
2 4. Roll Again
5. Roll Again
6. Roll Again

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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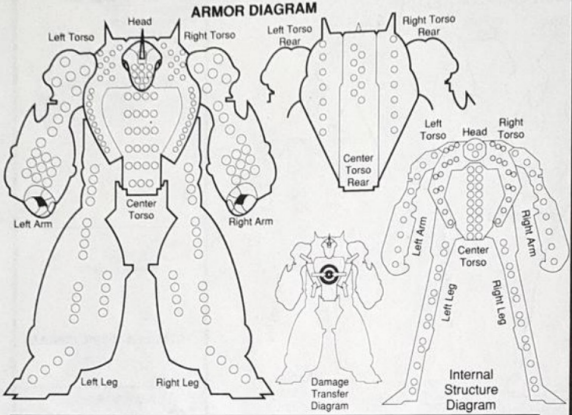
ARMOR DIAGRAM



MECH DATA

Type: SHD-5M SHADOW HAWK
Tonnage: 55 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	AC/5 ULTRA	LT
1	LRM 20	RT
1	SRM 2 STREAK	H
1	MEDIUM LASER	RA

AMMO:

AUTOCANNON	20
L.R.M. Packs	6
Missiles per pack	20
S.R.M. Packs	50
Missiles per pack	2

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. AC/5 Ultra
2. AC/5 Ultra
3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Ammo (AC/5 Ultra)

1. Case
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. SRM 2 Streak
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM Ammo
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM Ammo

1. Case
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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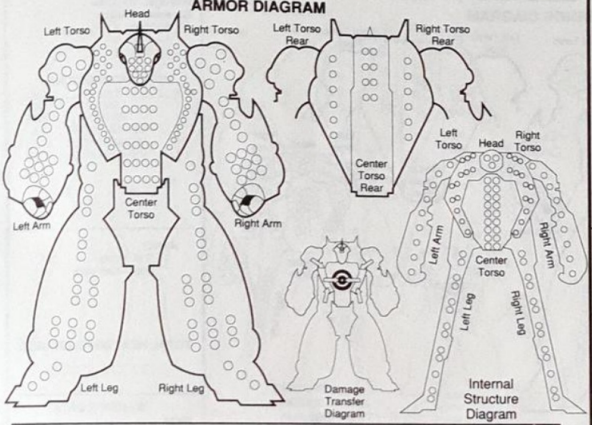
ARMOR DIAGRAM



MECH DATA

Type: WVR-7D WOLVERINE
Tonnage: 55 TONS
Movement Points:
Walking: 5 (10)
Running: 8 (10)
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	AC/5 ULTRA	RA
1	SRM 6	LT
1	MEDIUM PULSE LASER	H

AMMO:
AUTOCANNON 20
S.R.M. Packs 15
Missiles per pack 6

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. Case
5. Heat Sink
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1. AC/5 Ultra
2. AC/5 Ultra
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Ferro-Fibrous

Right Torso

1. Ammo (AC/5 Ultra)
2. Case
1 3. MASC
4. MASC
5. MASC
6. Heat Sink

1. Engine
2. Engine
2 3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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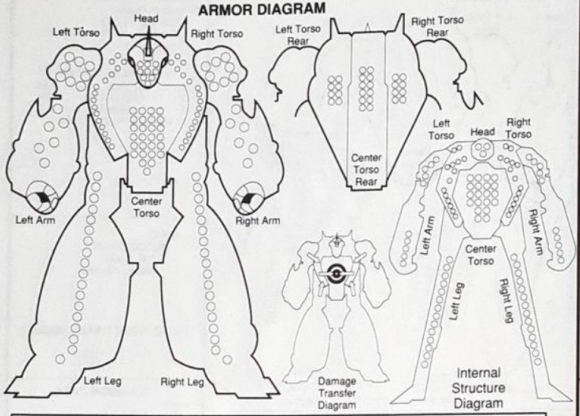
ARMOR DIAGRAM



MECH DATA

Type: DRG-5K GRAND DRAGON
Tonnage: 60 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	CT
1	ER PPC	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	LT(R)
1	MEDIUM LASER	RT(R)

AMMO:
L.R.M. Packs 24
Missiles per pack 10

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM Ammo
2. Case
1 3. Medium Laser
4. Engine
5. Engine
6. Engine

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. LRM 10
6. LRM 10

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Medium Laser
2. Engine
1 3. Engine
4. Engine
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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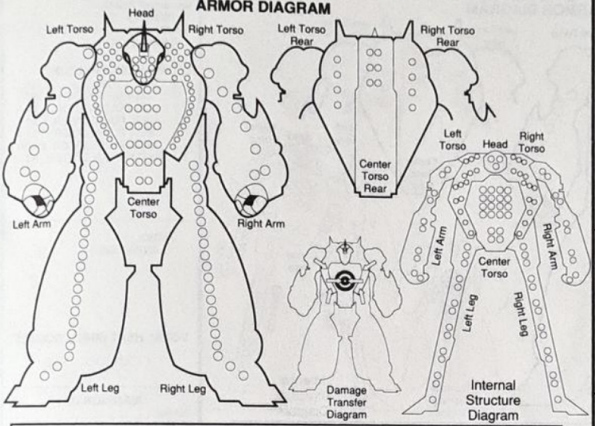
ARMOR DIAGRAM



MECH DATA

Type: OSR-2D OSTROC
Tonnage: 60 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	RT
1	ER LARGE LASER	RT
1	ER LARGE LASER	LT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT

AMMO:
S.R.M. Packs 25
Missiles per pack 4

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. ER Large Laser
2. ER Large Laser
1 3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. SRM Ammo
6. Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 4
2. ER Large Laser
1 3. ER Large Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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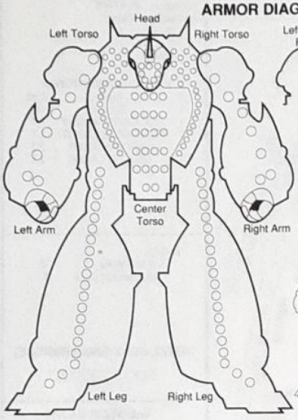
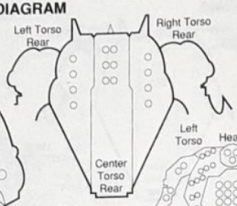
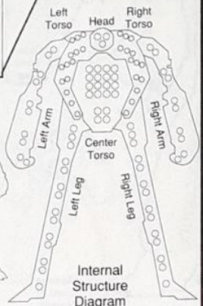
ARMOR DIAGRAM







MECH DATA

Type: OTL-5M OSTSOL
Tonnage: 60 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LG. PULSE LASER	RT
1	LG. PULSE LASER	LT
1	MED. PULSE LASER	RT
1	MED. PULSE LASER	LT
2	MED. PULSE LASER	CT(R)
1	ANTI-MISSILE SYSTEM	RT

AMMO:
ANTI-MISSILE 12

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Large Pulse Laser
2. Large Pulse Laser
1 3. Medium Pulse Laser
4. Ammo (Anti-missile)
5. Heat Sink
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Large Pulse Laser
2. Large Pulse Laser
1 3. Medium Pulse Laser
4. Anti-Missile System
5. Heat Sink
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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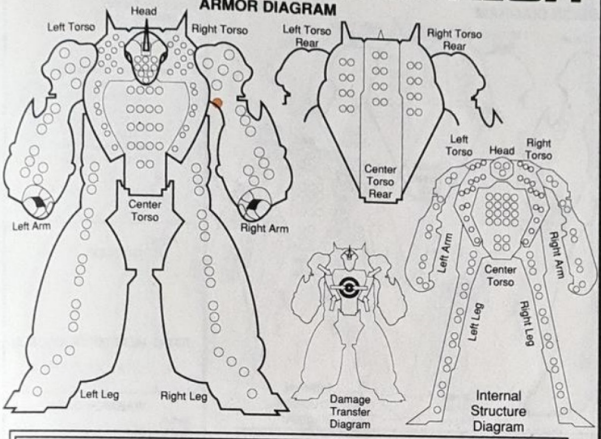
ARMOR DIAGRAM



MECH DATA

Type: QKD-5M QUICKDRAW
Tonnage: 60 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	LT
1	SRM 4 (OS)	CT
1	MEDIUM LASER	LA
1	MEDIUM LASER	RA
2	MEDIUM LASER	RT(R)

AMMO:

L.R.M. Packs	12
Missiles per pack	10
S.R.M. Packs	1
Missiles per pack	4

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. LRM 10
2. LRM 10
3. LRM Ammo
4. Case
5. Jump Jet
6. Jump Jet

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4 (OS)
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. Medium Laser
2. Medium Laser
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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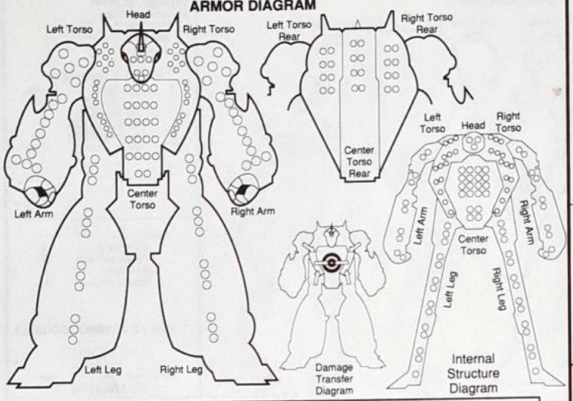
ARMOR DIAGRAM



MECH DATA

Type: RFL-5M RIFLEMAN
Tonnage: 60 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	RA
1	LARGE LASER	LA
1	AC/5 ULTRA	RA
1	AC/5 ULTRA	LA
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT

AMMO:
AUTOCANNON 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

1. AC/5 Ultra
2. AC/5 Ultra
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Roll Again

Left Torso

1. Medium Laser
2. Engine
1 3. Engine
4. Engine
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

1. AC/5 Ultra
2. AC/5 Ultra
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Roll Again

Right Torso

1. Medium Laser
2. Ammo (AC/5 Ultra)
1 3. Case
4. Engine
5. Engine
6. Engine

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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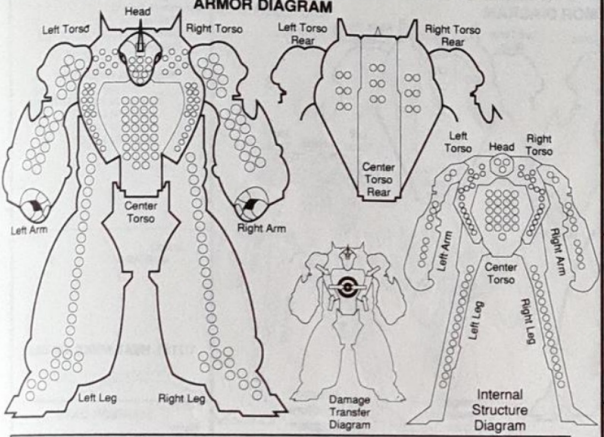
ARMOR DIAGRAM



MECH DATA

Type: AXM-1N AXMAN
Tonnage: 65 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	AC/20	RT/CT
3	MEDIUM LASER	RA
1	LARGE PULSE LASER	LA
1	HATCHET	RA

AMMO:
AUTOCANNON 10

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. Ammo (AC/20)
2. Ammo (AC/20)
1 3. Case
4. Engine
5. Engine
6. Engine

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. AC/20
6. AC/20

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1. Medium Laser
2. Hatchet
2 3. Hatchet
4. Hatchet
5. Hatchet
6. Ferro-Fibrous

Right Torso

1. AC/20
2. AC/20
1 3. AC/20
4. AC/20
5. AC/20
6. AC/20

1. AC/20
2. AC/20
2 3. Engine
4. Engine
5. Engine
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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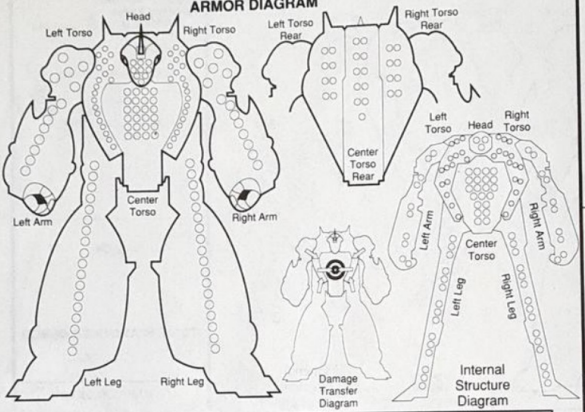
ARMOR DIAGRAM



MECH DATA

Type: CPLT-C3 CATAPULT
Tonnage: 65 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	ARROW IV SYSTEM	RA/RT
1	MEDIUM LASER	LT
1	MEDIUM LASER	RT
2	MEDIUM LASER	CT

AMMO:
ARROW IV 5

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Jump Jet
1 3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Arrow IV
5. Arrow IV
6. Arrow IV

1. Arrow IV
2. Arrow IV
2 3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

Right Torso

1. Arrow IV
2. Arrow IV
1 3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

1. Ammo (Arrow IV)
2. Medium Laser
2 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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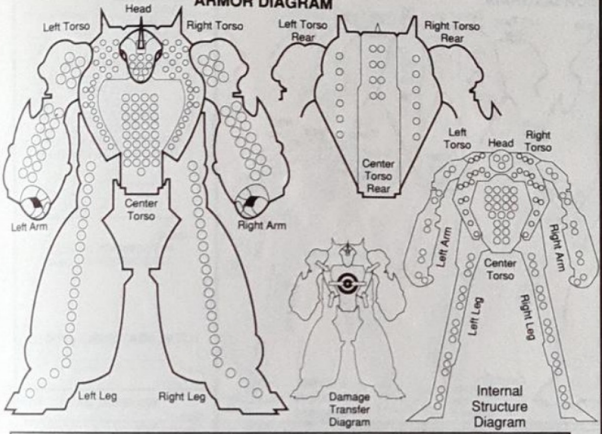
ARMOR DIAGRAM



MECH DATA

Type: CRD-5M CRUSADER
Tonnage: 65 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 15	RA
1	LRM 15	LA
1	SRM 2 STREAK	RL
1	SRM 2 STREAK	LL
1	FLAMER	RA
1	ANTI-MISSILE SYSTEM	H
1	MACHINE GUN	RA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:

L.R.M. Packs	16
Missiles per pack	15
S.R.M. Packs	50
Missiles per pack	2
ANTI-MISSILE	12
MACHINE GUN	200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. LRM 15
2. LRM 15
2 3. LRM 15
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. SRM Ammo
2. Case
1 3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 2 Streak
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. LRM 15
2. LRM 15
2 3. LRM 15
4. Machine Gun
5. Ammo (MG)
6. Flamer

Right Torso

1. LRM Ammo
2. LRM Ammo
1 3. Case
4. Ammo (Anti-Missile)
5. Jump Jet
6. Jump Jet

1. Engine
2. Engine
2 3. Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 2 Streak
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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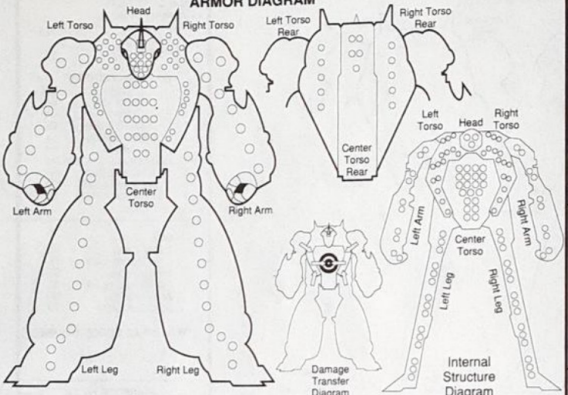
ARMOR DIAGRAM



MECH DATA

Type: JM6-DD JAGERMECH
Tonnage: 65 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AC/5 ULTRA	RA
1	AC/2	RA
1	AC/5 ULTRA	LA
1	AC/2	LA
1	MEDIUM PULSE LASER	RT
1	MEDIUM PULSE LASER	LT

AMMO:
AUTOCANNON 5 20/20
AUTOCANNON 2 45/45

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. AC/5 Ultra
2. AC/5 Ultra
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. AC/2

Left Torso

1. Ammo (AC/5 Ultra)
2. Ammo (AC 2)
1 3. Case
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. AC/5 Ultra
2. AC/5 Ultra
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. AC 2

Right Torso

1. Ammo (AC/5 Ultra)
2. Ammo (AC/2)
1 3. Case
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Roll Again

1. Engine
2. Engine
2 3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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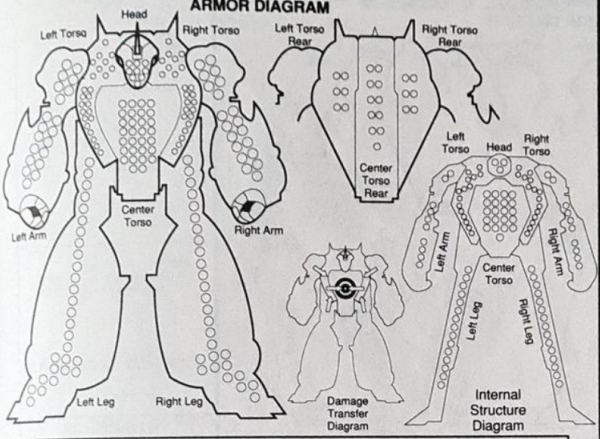
ARMOR DIAGRAM



MECH DATA

Type: TDR-7M THUNDERBOLT
Tonnage: 65 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	RA
1	LRM 15	RT
3	MEDIUM LASER	LT
1	SRM 2 STREAK	LT
2	MACHINE GUN	LA

AMMO:
L.R.M. Packs 16
Missiles per pack 15
S.R.M. Packs 50
Missiles per pack 2
MACHINE GUN 200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. LRM Ammo
2. LRM Ammo
1 3. Case
4. Medium Laser
5. Medium Laser
6. Medium Laser

1. SRM 2 Streak
2. Ammo (MG)
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM 15
2. LRM 15
1 3. SRM Ammo
4. Case
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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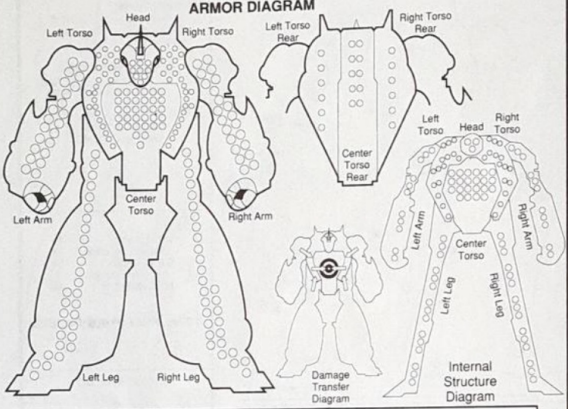
ARMOR DIAGRAM



MECH DATA

Type: ARC-4M ARCHER
Tonnage: 70 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc
1	LRM 20	RT
1	LRM 20	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
2	MEDIUM LASER	CT(R)

AMMO:
L.R.M. Packs 12/12
Missiles per packs 20/20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. LRM 20
2. LRM 20
1 3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

1. LRM Ammo
2. LRM Ammo
2 3. Case
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. LRM 20
2. LRM 20
1 3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

1. LRM Ammo
2. LRM Ammo
2 3. Case
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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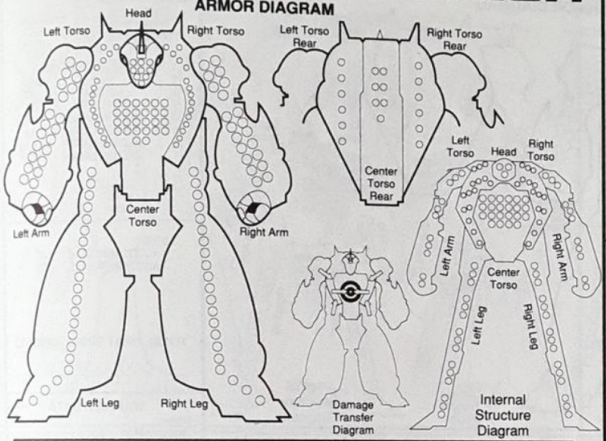
ARMOR DIAGRAM



MECH DATA

Type: CES-3R CAESAR
Tonnage: 70 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	RT
1	ER PPC	RA
1	MED. PULSE LASER	LA
1	MED. PULSE LASER	RA
1	MED. PULSE LASER	LT(R)
1	MED. PULSE LASER	RT(R)

AMMO:
GAUSS RIFLE 16

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. Ammo (Gauss)
2. Ammo (Gauss)
3. Medium Pulse Laser
4. Engine
5. Engine
6. Engine

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

1. ER PPC
2. ER PPC
3. ER PPC
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Torso

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Medium Pulse Laser
3. Case
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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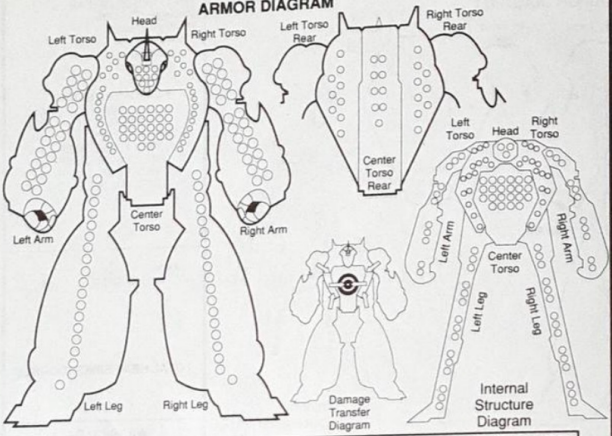
BATTLETECH

ARMOR DIAGRAM



MECH DATA

Type: CTF-3D CATAPHRACT
Tonnage: 70 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	RT
1	AC/5 ULTRA	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LT(R)
1	MEDIUM LASER	RT(R)

AMMO:
AUTOCANNON 10 20
AUTOCANNON 5 20

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
3. Case
4. Engine
5. Engine
6. Engine

1. Engine
2. Engine
3. Engine
4. Medium Laser
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1. AC/5 Ultra
2. AC/5 Ultra
3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Medium Laser

Right Torso

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Ammo (AC/5 Ultra)
2. Case
3. Engine
4. Engine
5. Engine
6. Medium Laser

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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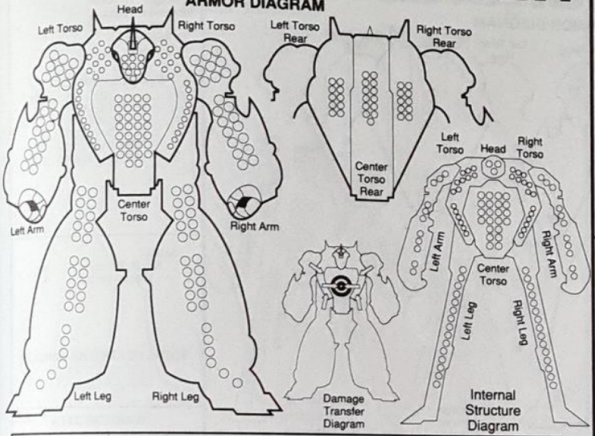
ARMOR DIAGRAM



MECH DATA

Type: GHR-5J GRASSHOPPER
Tonnage: 70 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	CT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SRM 2 STREAK	H
1	ANTI-MISSILE SYSTEM	RT

AMMO:
S.R.M. Packs 100
Missiles per pack 2
ANTI-MISSILE 12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○○○○○○
○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Ammo (Anti-Missile)
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. SRM 2 Streak
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM Ammo
2. SRM Ammo
3. Anti-Missile System
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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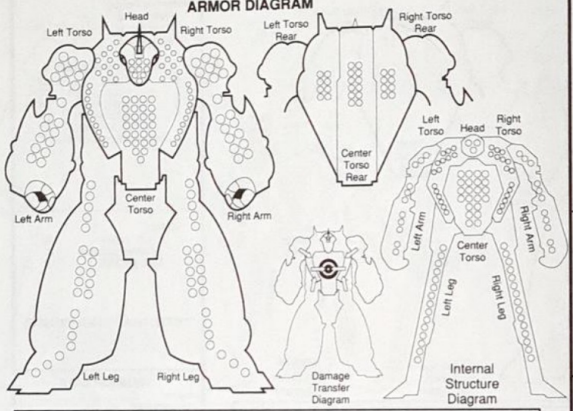
ARMOR DIAGRAM



MECH DATA

Type: GLT-5M GUILLOTINE
Tonnage: 70 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc
1	ER LARGE LASER	LA
1	SRM 6	CT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
2	MEDIUM LASER	RA

AMMO:
S.R.M. Packs 15
Missiles per pack 6

TOTAL HEAT SINKS (SINGLE)

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. Medium Laser
2. Jump Jet
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 6
6. SRM 6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. SRM Ammo
2. Case
3. Medium Laser
4. Jump Jet
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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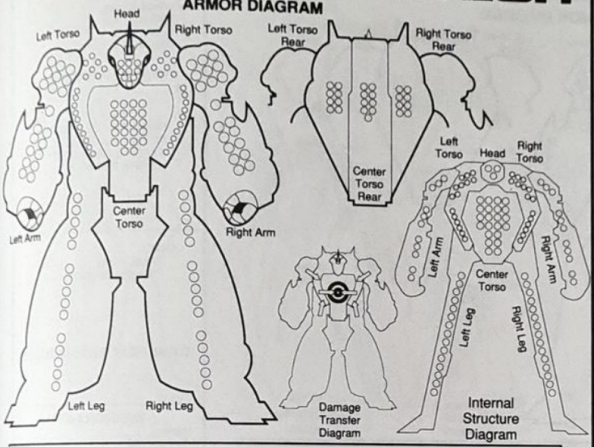
ARMOR DIAGRAM



MECH DATA

Type: WHM-7M WARHAMMER
Tonnage: 70 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RA
1	ER PPC	LA
1	SRM 6	RT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	ANTI-MISSILE SYSTEM	LT
1	MACHINE GUN	RT

AMMO:

S.R.M. Packs	15
Missiles per pack	6
ANTI-MISSILE	12
MACHINE GUN	200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Anti-Missile System
1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Ammo (MG)
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. Medium Laser
5. Ammo (Anti-Missile)
6. Machine Gun

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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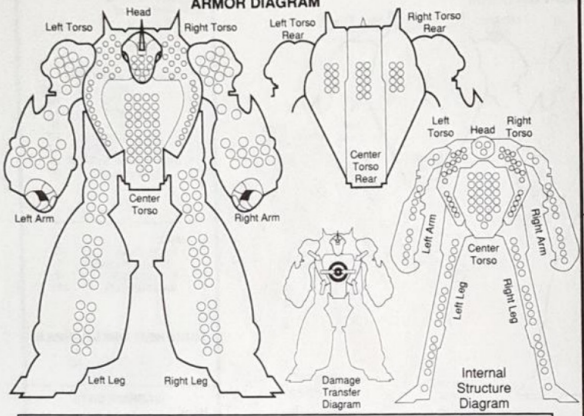
ARMOR DIAGRAM



MECH DATA

Type: MAD-5D MARAUDER
Tonnage: 75 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RA
1	ER PPC	LA
1	MEDIUM PULSE LASER	RA
1	MEDIUM PULSE LASER	LA
1	LARGE PULSE LASER	RT
1	SRM 2 STREAK	LT

AMMO:
S.R.M. Packs 50
Missiles per pack 2

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM 2 Streak
2. SRM Ammo
3. Case
4. Engine
5. Engine
6. Engine

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Large Pulse Laser
2. Large Pulse Laser
3. Engine
4. Engine
5. Engine
6. Roll Again

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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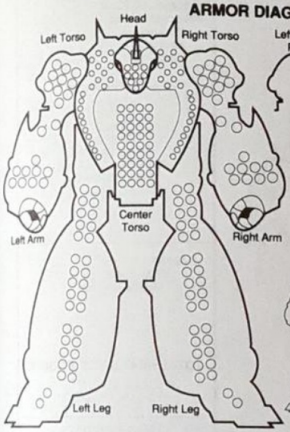
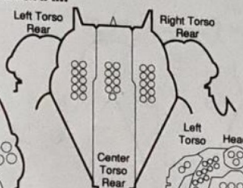
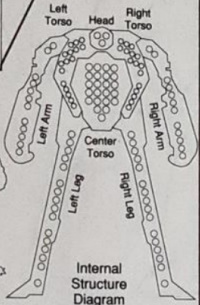
ARMOR DIAGRAM







MECH DATA

Type: ON1-M ORION
Tonnage: 75 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	RT
1	LRM 20	LA
1	SRM 4	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:

AUTOCANNON	20
L.R.M. Packs	12
Missiles per pack	20
S.R.M. Packs	50
Missiles per pack	4

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. LRM 20
2. LRM 20
2 3. LRM 20
4. LRM 20
5. LRM 20
6. Roll Again

Left Torso

1. LRM Ammo
2. LRM Ammo
1 3. Case
4. SRM 4
5. SRM Ammo
6. SRM Ammo

1. Narc Pods
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Narc Beacon
6. Narc Beacon

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LB 10-X
2. LB 10-X
1 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
2 3. Case
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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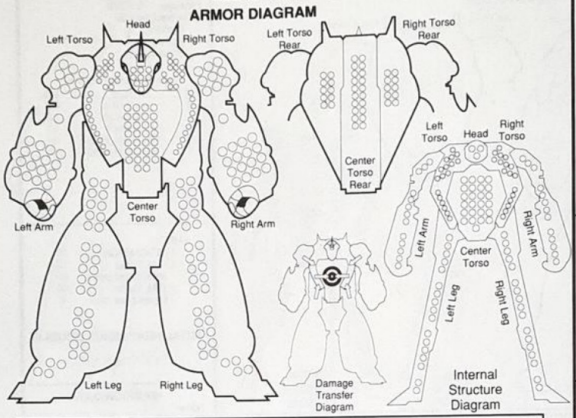
ARMOR DIAGRAM



MECH DATA

Type: AWS-9M AWESOME
Tonnage: 80 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RA
1	ER PPC	RT
1	ER PPC	LT
1	SMALL LASER	H
1	MEDIUM PULSE LASER	CT
1	SRM 2 STREAK	CT
1	SRM 2 STREAK	LA

AMMO:
S.R.M. Packs 50
Missiles per pack 2

TOTAL HEAT SINKS (DOUBLE)

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. SRM 2 Streak
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. ER PPC
2. ER PPC
1 3. ER PPC
4. Engine
5. Engine
6. Engine

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM Ammo
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. SRM 2 Streak

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Torso

1. ER PPC
2. ER PPC
1 3. ER PPC
4. Engine
5. Engine
6. Engine

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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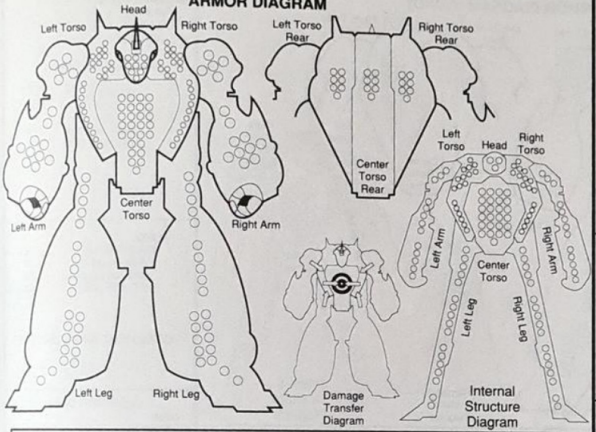
ARMOR DIAGRAM



MECH DATA

Type: CGR-3K CHARGER
Tonnage: 80 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 20	RT
1	MEDIUM PULSE LASER	RT
1	MEDIUM PULSE LASER	RA
1	MEDIUM PULSE LASER	LT
1	MEDIUM PULSE LASER	LA

AMMO:
L.R.M. Packs 12
Missiles per pack 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. LRM Ammo
2. Case
1 3. Medium Pulse Laser
4. Engine
5. Engine
6. Engine

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM 20
2. LRM 20
1 3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

1. Medium Pulse Laser
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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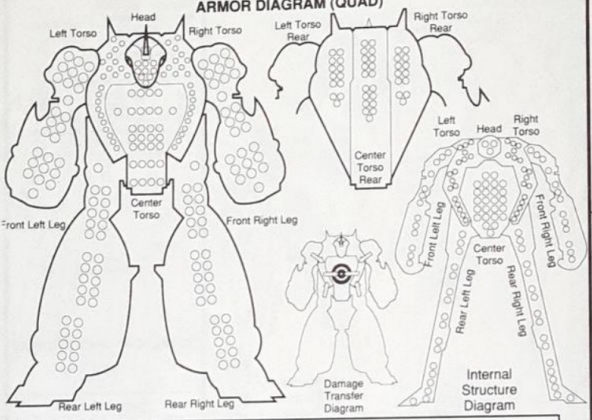
ARMOR DIAGRAM (QUAD)



MECH DATA

Type: GOL-3M GOLIATH
Tonnage: 80 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	RT
1	LRM 10	RT
1	LRM 10	LT
1	MACHINE GUN	LT
1	MACHINE GUN	CT

AMMO:
GAUSS RIFLE 8
L.R.M. Packs 24
Missiles per pack 10/10
MACHINE GUN 400

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
1 4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
1 4. Foot Actuator
5. Heat Sink
6. Roll Again

Left Torso

1. LRM 10
2. LRM 10
3. LRM Ammo
1 4. LRM Ammo
5. Ammo (Machine Gun)
6. Ammo (Machine Gun)

1. Machine Gun
2. Engine
3. Engine
2 4. Engine
5. Case
6. Roll Again

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Ammo (Gauss)
6. Machine Gun

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Torso

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
1 4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. LRM 10
3. LRM 10
2 4. Engine
5. Engine
6. Engine

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

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Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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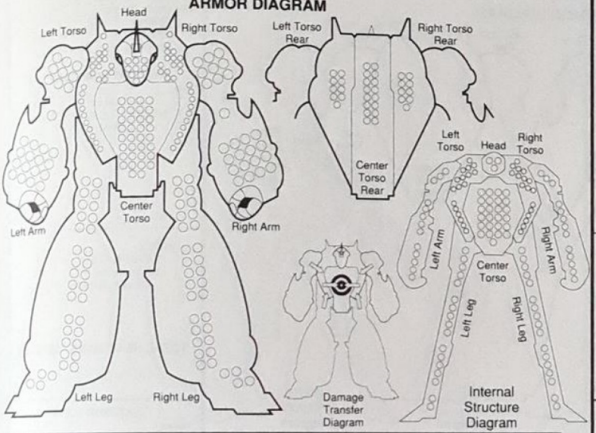
ARMOR DIAGRAM



MECH DATA

Type: HTO-11K HATAMOTO-CHI
Tonnage: 80 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RA
1	PPC	LA
1	SRM 6	RT
1	SRM 6	LT

AMMO:
S.R.M. Packs 15/15
Missiles per pack 6 6

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. Heat Sink
5. Case
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. PPC
2. PPC
2 3. PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. Heat Sink
5. Case
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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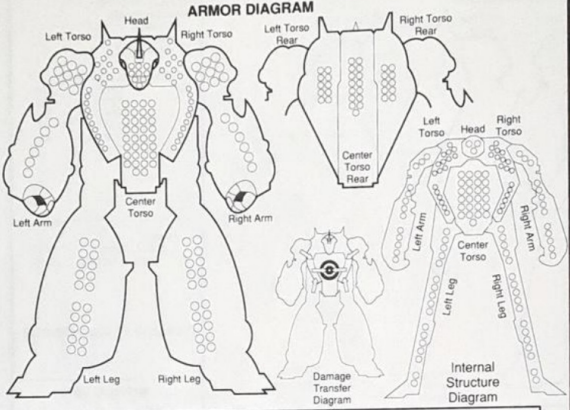
ARMOR DIAGRAM



MECH DATA

Type: VTR-9K VICTOR
Tonnage: 80 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	RA
2	MEDIUM PULSE LASER	LA
1	SRM 4	LT

AMMO:
GAUSS RIFLE 16
S.R.M. Packs 25
Missiles per pack 4

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM 4
2. SRM Ammo
1 3. Case
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
2 3. Gauss Rifle
4. Gauss Rifle
5. Case
6. Roll Again

Right Torso

1. Ammo (Gauss)
2. Ammo (Gauss)
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Endo Steel

1. Endo Steel
2. Endo Steel
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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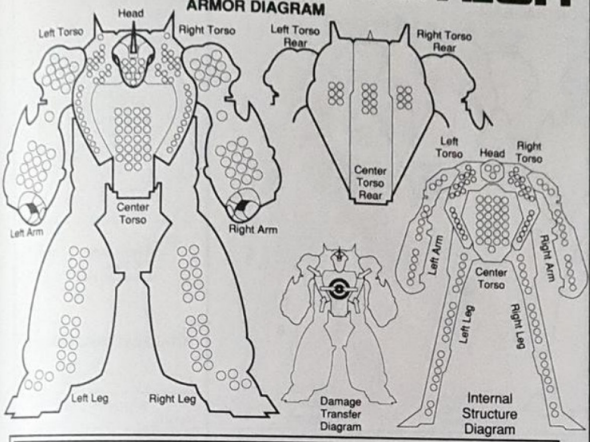
ARMOR DIAGRAM



MECH DATA

Type: ZEU-9S ZEUS
Tonnage: 80 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	LA
1	ER LARGE LASER	LT
1	LRM 15	RA
1	MED. PULSE LASER	CT
1	MED. PULSE LASER	LT(R)

AMMO:
L.R.M. Packs 8
Missiles per pack 15

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. ER Large Laser
2. ER Large Laser
1 3. Medium Pulse Laser
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM Ammo
2. Case
1 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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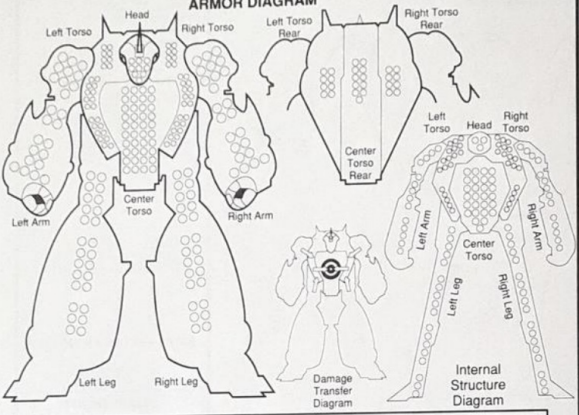
ARMOR DIAGRAM



MECH DATA

Type: BLR-3M BATTLEMASTER
Tonnage: 85 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc
1	ER PPC	RA
2	MEDIUM LASER	RT
1	MEDIUM LASER	RT(R)
2	MEDIUM LASER	LT
1	MEDIUM LASER	LT(R)
1	MACHINE GUN	LA
1	SRM 6	LT

AMMO:
MACHINE GUN 200
S.R.M. Packs 30
Missiles per pack 6

TOTAL HEAT SINKS (DOUBLE)

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Roll Again

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Medium Laser
1 3. Medium Laser
4. SRM 6
5. SRM 6
6. Roll Again

1. Ammo (MG)
2. SRM Ammo
2 3. Case
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. ER PPC
2. ER PPC
2 3. ER PPC
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Medium Laser
2. Medium Laser
1 3. Medium Laser
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
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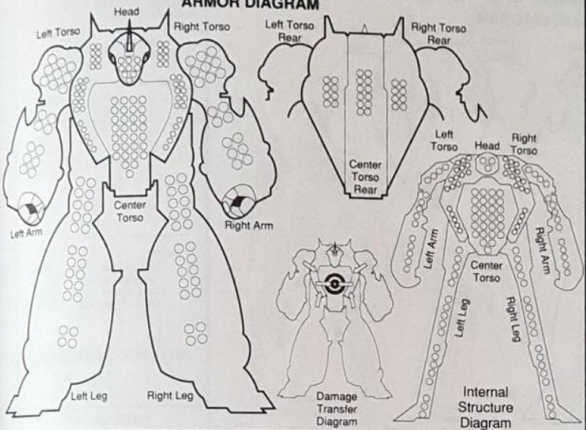
ARMOR DIAGRAM



MECH DATA

Type: CRK 5003-2 KATANA
Tonnage: 85 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 3

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	RA
1	LARGE LASER	LA
1	SRM 6	RT
1	SRM 6	LT
1	LB 10-X	LT
1	SMALL LASER	RA
1	SMALL LASER	LA

AMMO:
S.R.M. Packs 30
Missiles per pack 6/ 6
AUTOCANNON 20

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Small Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. SRM 6
2. SRM 6
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Small Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 6
2. SRM 6
3. SRM Ammo
4. SRM Ammo
5. Ammo (LB 10-X)
6. Ammo (LB 10-X)

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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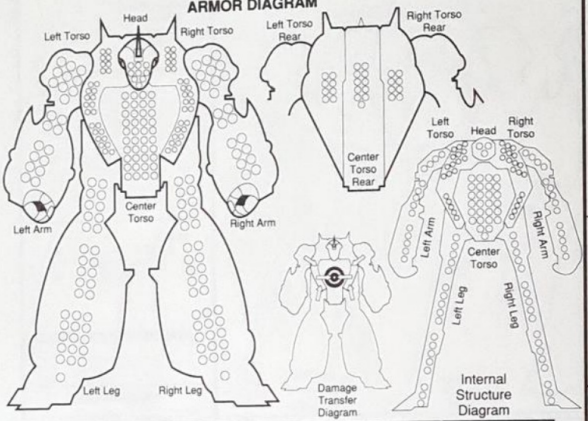
ARMOR DIAGRAM



MECH DATA

Type: SHG-2F SHOGUN
Tonnage: 85 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 3

WEAPONS INVENTORY

#	Type	Loc
1	SRM 6	RT
1	SRM 6	LT
1	LRM 15	RA
1	LRM 15	LA
1	ER PPC	RT

AMMO:

S.R.M. Packs	15/15
Missiles per pack	6 / 6
L.R.M. Packs	8 / 8
Missiles per pack	15/15

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. LRM Ammo
5. Heat Sink
6. Case

1. Heat Sink
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Heat Sink
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. LRM Ammo
5. Heat Sink
6. Case

1. ER PPC
2. ER PPC
2 3. ER PPC
4. Heat Sink
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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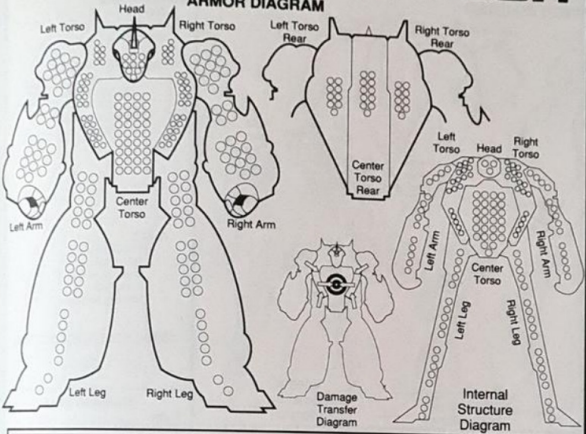
ARMOR DIAGRAM



MECH DATA

Type: STK-5M STALKER
Tonnage: 85 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	RA
1	LRM 10	LA
1	ER LARGE LASER	CT
1	SRM 6	RT
1	SRM 6	LT
2	MEDIUM LASER	RA
2	MEDIUM LASER	LA

AMMO:

S.R.M. Packs	15/15
Missiles per pack	6 / 6
L.R.M. Packs	24/24
Missiles per pack	10/10

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRM 10
5. LRM 10
6. Medium Laser

1. LRM Ammo
2. LRM Ammo
2 3. Medium Laser
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. Narc Beacon
5. Narc Beacon
6. Narc Pods

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRM 10
5. LRM 10
6. Medium Laser

1. LRM Ammo
2. LRM Ammo
2 3. Medium Laser
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Torso

1. SRM 6
2. SRM 6
1 3. SRM Ammo
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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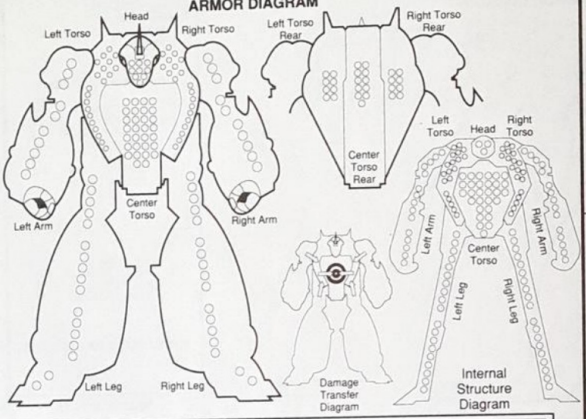
ARMOR DIAGRAM



MECH DATA

Type: CP 11-A CYCLOPS
Tonnage: 90 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	RT
1	LRM 10	LT
2	MEDIUM LASER	RA
1	SRM 4	CT

AMMO:

GAUSS RIFLE	16
L.R.M. Packs	24
Missiles per pack	10
S.R.M. Packs	25
Missiles per pack	4

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○
○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 10
2. LRM 10
1 3. LRM Ammo
4. LRM Ammo
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. SRM 4
6. SRM Ammo

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Gauss Rifle
2. Gauss Rifle
1 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Ammo (Gauss)
2 3. Ammo (Gauss)
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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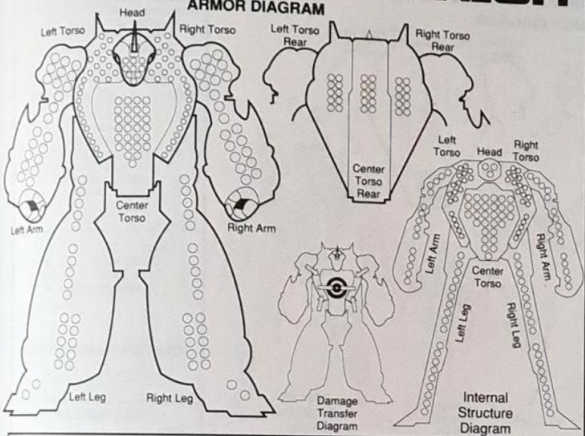
ARMOR DIAGRAM



MECH DATA

Type: MAL-1R MAULER
Tonnage: 90 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	RA
1	ER LARGE LASER	LA
1	LRM 15	RT
1	LRM 15	LT
2	AC/2	RT
2	AC/2	LT

AMMO:
L.R.M. Packs 16/16
Missiles per pack 15/15
AUTOCANNON 45/45

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. LRM 15
2. LRM 15
3. LRM Ammo
4. LRM Ammo
5. Case
6. Ferro-Fibrous

1. AC/2
2. AC/2
3. Ammo (AC/2)
4. Engine
5. Engine
6. Engine

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. LRM 15
2. LRM 15
3. LRM Ammo
4. LRM Ammo
5. Case
6. Ferro-Fibrous

1. AC/2
2. AC/2
3. Ammo (AC/2)
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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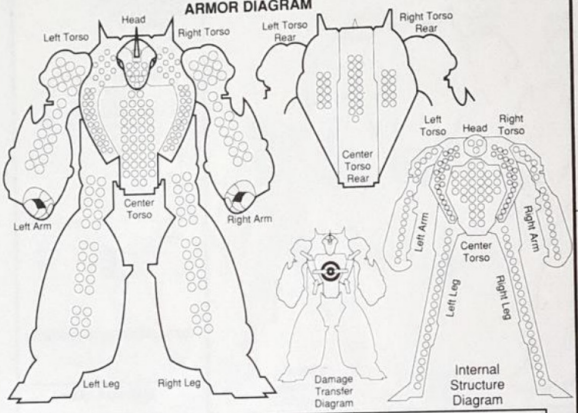
ARMOR DIAGRAM



MECH DATA

Type: BNC-5S BANSHEE
Tonnage: 95 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	LT
2	ER PPC	RT
1	SRM 6	RA
2	MEDIUM LASER	LA
1	MEDIUM LASER	LT(R)
1	MEDIUM LASER	RT(R)
1	SMALL LASER	CT
1	SMALL LASER	H

AMMO:

GAUSS RIFLE	8
S.R.M. Packs	15
Missiles per pack	6

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Gauss Rifle
2. Gauss Rifle
1 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Ammo (Gauss)
2 3. Medium Laser
4. Engine
5. Engine
6. Engine

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Small Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

1. SRM Ammo
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. ER PPC
2. ER PPC
1 3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Laser
2. Engine
2 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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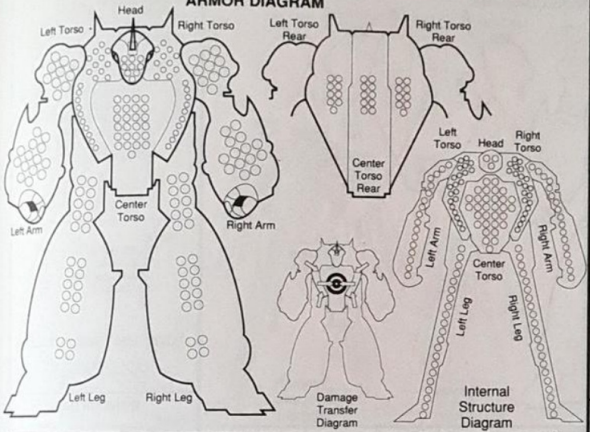
ARMOR DIAGRAM



MECH DATA

Type: ANH-2A ANNIHILATOR
Tonnage: 100 TONS
Movement Points:
Walking: 2
Running: 3
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	RA
1	LB 10-X	LA
1	LB 10-X	RT
1	LB 10-X	LT
1	MEDIUM PULSE LASER	LA
1	MEDIUM PULSE LASER	RA
2	MEDIUM PULSE LASER	CT

AMMO:
AUTOCANNON 20/20

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

1. LB 10-X
2. LB 10-X
2 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. LB 10-X
2. LB 10-X
2 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

Left Torso

1. LB 10-X
2. LB 10-X
1 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Right Torso

1. LB 10-X
2. LB 10-X
1 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
2 3. Case
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
2 3. Case
4. Heat Sink
5. Heat Sink
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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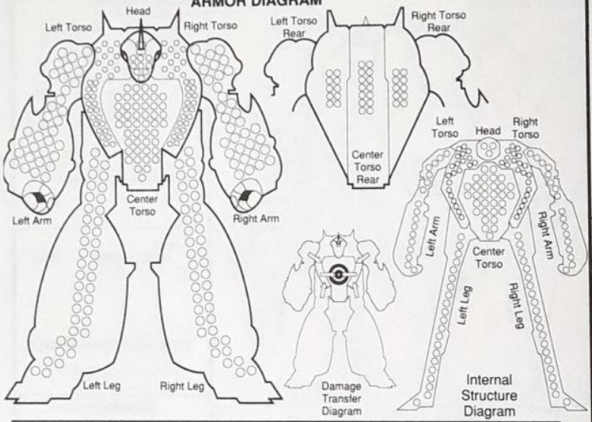
ARMOR DIAGRAM



MECH DATA

Type: AS7-K ATLAS
Tonnage: 100 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	RT
1	LRM 20	LT
1	ER LARGE LASER	LA
1	ER LARGE LASER	RA
2	MED. PULSE LASER	CT(R)
1	ANTI-MISSILE SYSTEM	LA

AMMO:

GAUSS RIFLE	16
L.R.M. Packs	12
Missiles per pack	20
ANTI-MISSILE	12

TOTAL HEAT SINKS (SINGLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Anti-Missile System
2. Heat Sink
2 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 20
2. LRM 20
1 3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (Anti-Missile)

1. LRM Ammo
2. LRM Ammo
2 3. Case
4. Engine
5. Engine
6. Engine

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Ammo (Gauss)
2. Ammo (Gauss)
2 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

Right Torso

1. Gauss Rifle
2. Gauss Rifle
1 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Case
2 3. Roll Again
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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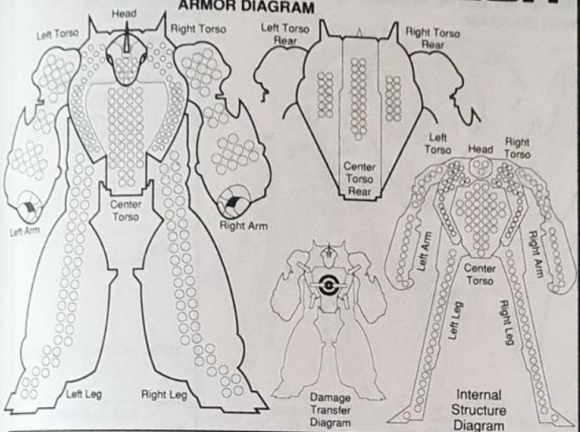
ARMOR DIAGRAM



MECH DATA

Type: IMP-3E IMP
Tonnage: 100 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	RT
1	ER PPC	LT
1	LRM 15	RA
1	LARGE PULSE LASER	LA
2	MEDIUM PULSE LASER	CT
2	MEDIUM LASER	RT

AMMO:
L.R.M. Packs 16
Missile per pack 15

TOTAL HEAT SINKS (SINGLE)

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. ER PPC
2. ER PPC
1 3. ER PPC
4. LRM Ammo
5. Case
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Engine
5. Engine
6. Engine

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. ER PPC
2. ER PPC
1 3. ER PPC
4. Medium Laser
5. Medium Laser
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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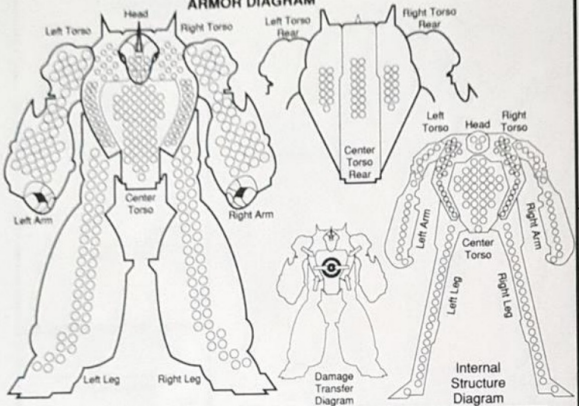
ARMOR DIAGRAM



MECH DATA

Type: MAD-5A MARAUDER II
Tonnage: 100 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 3

WEAPONS INVENTORY

#	Type	Loc
1	ER PPC	RA
1	ER PPC	LA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	LB 10-X	RT

AMMO:
AUTOCANNON 30

TOTAL HEAT SINKS (SINGLE)

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Laser
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

Left Torso

1. Ammo (LB 10-X)
2. Ammo (LB 10-X)
1 3. Ammo (LB 10-X)
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Engine
5. Engine
6. Engine

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Laser
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

Right Torso

1. LB 10-X
2. LB 10-X
1 3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Casa
2. Heat Sink
2 3. Heat Sink
4. Engine
5. Engine
6. Engine

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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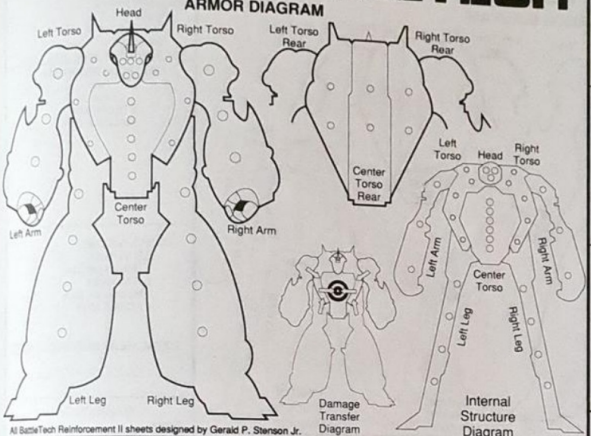
ARMOR DIAGRAM



All BattleTech Reinforcement II sheets designed by Gerald P. Stenson Jr.

MECH DATA

Type: DASHER (PRIMARY)
Tonnage: 20 TONS
Movement Points:
Walking: 10 (20)
Running: 15 (20)
Jumping: 0
Pod Space Available: 6.75 TONS

WEAPONS INVENTORY

#	Type	Loc.
2	ER MEDIUM LASER	LA
1	SRM 6	RA
1	SRM 4	RT

AMMO: (w/Case)
S.R.M. Packs 15/25
Missiles per pack 6 4

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. Ferro-Fibrous
2. Endo Steel
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Engine
2. Engine
1 3. Heat Sink
4. Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Endo Steel
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. MASC
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM Ammo

1. Ferro-Fibrous
2. Endo Steel
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. SRM 4
2. SRM Ammo
1 3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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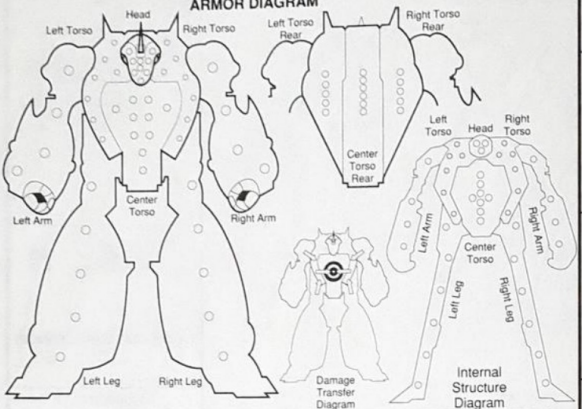
ARMOR DIAGRAM



MECH DATA

Type: KOSHI (PRIMARY)
Tonnage: 25 TONS
Movement Points:
Walking: 7
Running: 11
Jumping: 6
Pod Space Available: 8.75 TONS

WEAPONS INVENTORY

#	Type	Loc
1	LRM 10	LA
1	STREAK SRM 4	RA
1	MACHINE GUN	RA

AMMO: (w/Case)

L.R.M. Packs	12
Missiles per pack	10
S.R.M. Packs	25
Missiles per pack	4
MACHINE GUN	200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM Ammo

1. Ferro-Fibrous
2. Endo Steel
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Engine
2. Engine
1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Jump Jet
2. Jump Jet
2 3. Jump Jet
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Beagle Probe
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Ferro-Fibrous
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. SRM Ammo

1. Machine Gun
2. Ammo (MG)
2 3. Ferro-Fibrous
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

1. Engine
2. Engine
1 3. Heat Sink
4. Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Jump Jet
2. Jump Jet
2 3. Jump Jet
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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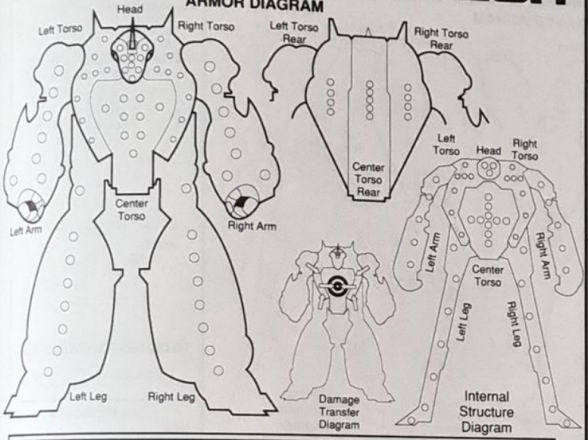
ARMOR DIAGRAM



MECH DATA

Type: ULLER (PRIMARY)
Tonnage: 30 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0
Pod Space Available: 16 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	ER LARGE LASER	LA
1	SMALL PULSE LASER	LA
1	STREAK SRM 4	RA
1	LB 5-X	RA

AMMO: (w/Case)
S.R.M. Packs 25
Missiles per pack 4
AUTOCANNON 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Small Pulse Laser

1. Ferro-Fibrous
2. Endo Steel
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Engine
2. Engine
1 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. SRM Ammo
5. Ammo (LB 5-X)
6. Ferro-Fibrous

1. LB 5-X
2. LB 5-X
2 3. LB 5-X
4. LB 5-X
5. Streak SRM 4
6. Endo Steel

Right Torso

1. Engine
2. Engine
1 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
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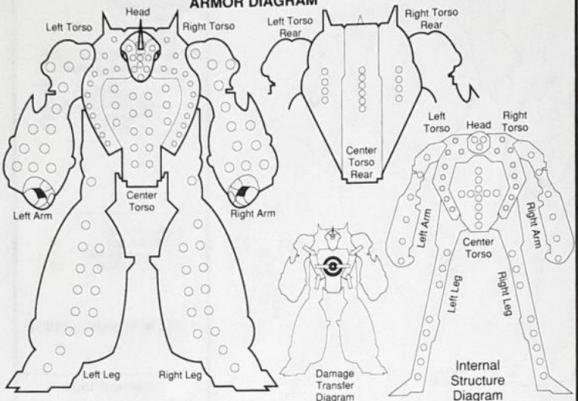
ARMOR DIAGRAM



MECH DATA

Type: PUMA (PRIMARY)
Tonnage: 35 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0
Pod Space Available: 16.25 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	ER PPC	LA
1	ER PPC	RA
1	FLAMER	CT

AMMO:
NONE

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○ - Fixed
○ - Pods

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Flamer
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Engine
5. Engine
6. Ferro-Fibrous

1. Heat Sink
2. Heat Sink
3. Ferro-Fibrous
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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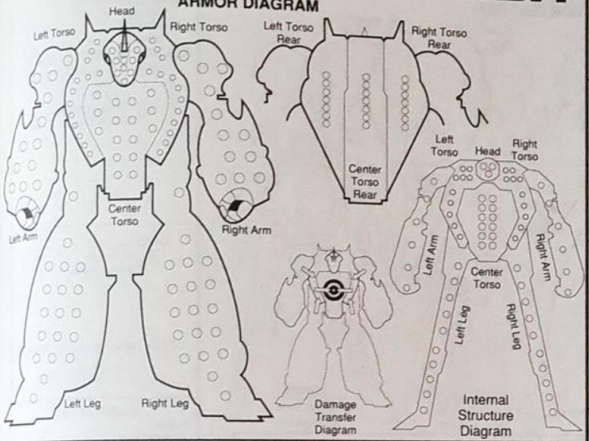
ARMOR DIAGRAM



MECH DATA

Type: DRAGONFLY (PRIMARY)
Tonnage: 40 TONS
Movement Points:
Walking: 8
Running: 12
Jumping: 8
Pod Space Available: 8.75 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	LA
1	ANTI-MISSILE SYSTEM	LT
2	MEDIUM PULSE LASER	RA
1	MACHINE GUN	RT

AMMO: (w/Case)

S.R.M. Packs	25
Missiles per pack	4
ANTI-MISSILE	24
MACHINE GUN	200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. SRM Ammo

1. Ferro-Fibrous
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Anti-Missile System
2. Ammo (Anti-Missile)
1 3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Endo Steel
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1. Ferro-Fibrous
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Machine Gun
2. Ammo (MG)
1 3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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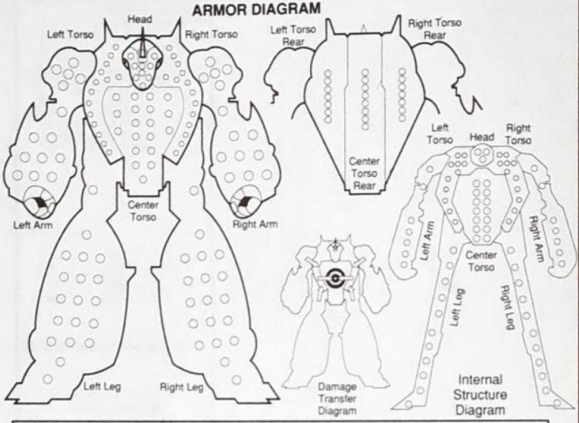
ARMOR DIAGRAM



MECH DATA

Type: FENRIS (PRIMARY)
Tonnage: 45 TONS
Movement Points:
Walking: 8
Running: 12
Jumping: 0
Pod Space Available: 9.75 TONS

WEAPONS INVENTORY

#	Type	Loc
1	ER PPC	LA
1	ER SMALL LASER	LA
1	STREAK SRM 2	RA

AMMO: (w/Case)
S.R.M. Packs 50
Missiles per pack 2

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER Small Laser

1. Ferro-Fibrous
2. Endo Steel
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Engine
2. Engine
1 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Beagle Probe
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. SRM Ammo

1. Ferro-Fibrous
2. Endo Steel
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Engine
2. Engine
1 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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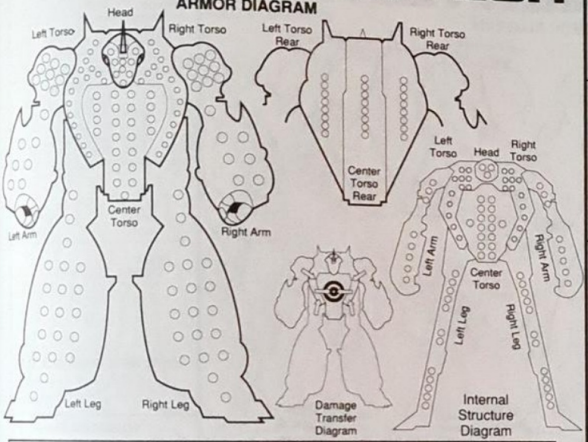
ARMOR DIAGRAM



MECH DATA

Type: BLACK HAWK (PRIMARY)
Tonnage: 50 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5
Pod Space Available: 16.25 TONS

WEAPONS INVENTORY

#	Type	Loc.
6	ER MEDIUM LASER	LA
6	ER MEDIUM LASER	RA

AMMO:
NONE

TOTAL HEAT SINKS (DOUBLE)
○○○○○○○○○○ - Fixed
○○○○ - Pods

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

Left Torso

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

Right Torso

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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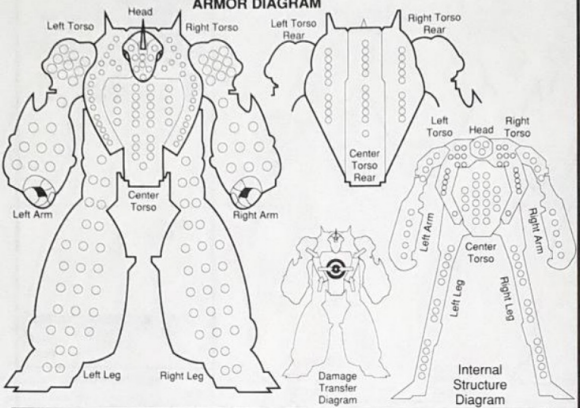
ARMOR DIAGRAM



MECH DATA

Type: RYOKEN (PRIMARY)
Tonnage: 55 TONS
Movement Points:
Walking: 6
Running: 9
Jumping: 0
Pod Space Available: 23 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	ER MEDIUM LASER	H
1	ER LARGE LASER	LA
1	ER MEDIUM LASER	LA
1	ER LARGE LASER	RA
1	ER MEDIUM LASER	RA

AMMO:
NONE

TOTAL HEAT SINKS (DOUBLE)
○○○○○○○○○○ - Fixed
○○○○○○○○○○ - Pods
○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Medium Laser

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Torso

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Ferro-Fibrous
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Medium Laser

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Right Torso

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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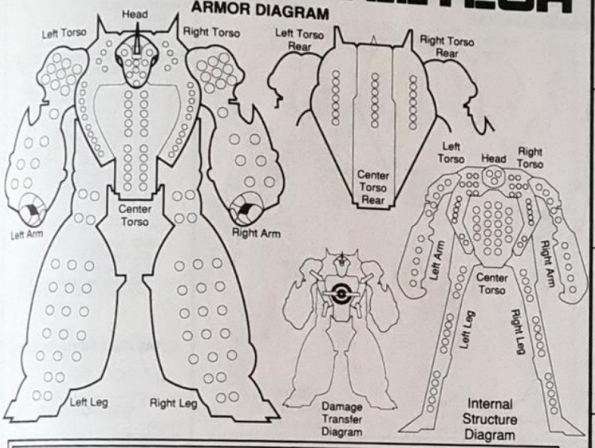
ARMOR DIAGRAM



MECH DATA

Type: VULTURE (PRIMARY)
Tonnage: 60 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Pod Space Available: 28 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE PULSE LASER	LA
1	MEDIUM PULSE LASER	LA
1	LRM 20	LT
1	LARGE PULSE LASER	RA
1	MEDIUM PULSE LASER	RA
1	LRM 20	RT

AMMO: (w/Case)
L.R.M. Packs 6 / 6
Missiles per pack 20 20

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM Ammo
6. Ferro-Fibrous

1. Engine
2. Engine
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM Ammo
6. Ferro-Fibrous

1. Engine
2. Engine
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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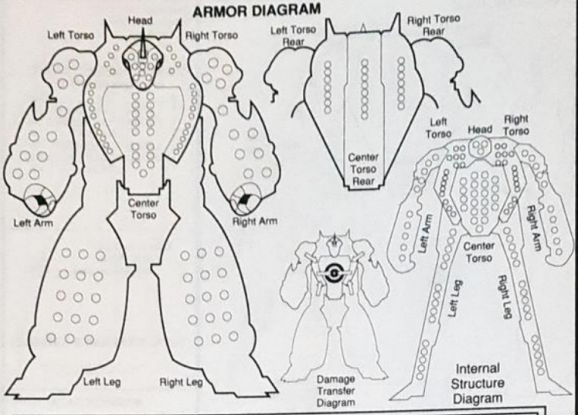
ARMOR DIAGRAM



MECH DATA

Type: LOKI (PRIMARY)
Tonnage: 65 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Pod Space Available: 28.75 TONS

WEAPONS INVENTORY

#	Type	Loc
1	ANTI-MISSILE SYSTEM	H
1	ER PPC	LA
2	A-POD	LL
3	ER MEDIUM LASER	LT
1	ER PPC	RA
2	A-POD	RL
1	STREAK SRM 6	RT
1	MACHINE GUN	RT

AMMO: (w/Case)

ANTI-MISSILE	24
S.R.M. Packs	15
Missiles per pack	6
MACHINE GUN	200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Guardian ECM
2. Beagle Probe
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. ER Medium Laser

1. Engine
2. Engine
3. ER Medium Laser
4. ER Medium Laser
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (Anti-Missile)
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Streak SRM 6
2. Streak SRM 6
3. SRM Ammo
4. Machine Gun
5. Ammo (MG)
6. Roll Again

1. Engine
2. Engine
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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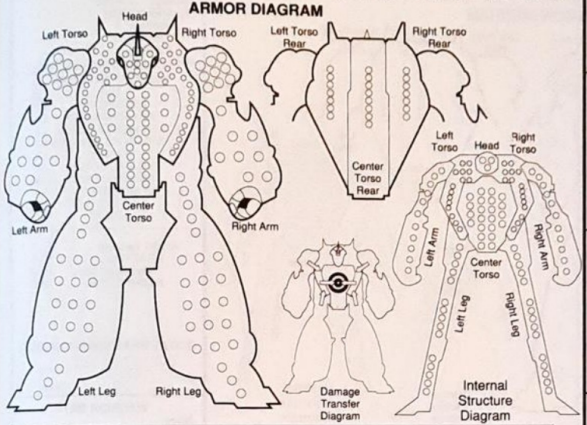
ARMOR DIAGRAM



MECH DATA

Type: THOR (PRIMARY)
Tonnage: 70 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 5
Pod Space Available: 22.75 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	LB 10-X	LA
1	LRM 15	LT
1	ER PPC	RA

AMMO: (w/Case)
AUTOCANNON 10
L.R.M. Packs 8
Missiles per pack 15

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○
○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ammo (LB 10-X)
5. Ferro-Fibrous
6. Roll Again

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. Roll Again

Left Torso

1. LRM 15
2. LRM Ammo
3. LRM Ammo
4. Engine
5. Engine
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Engine
2. Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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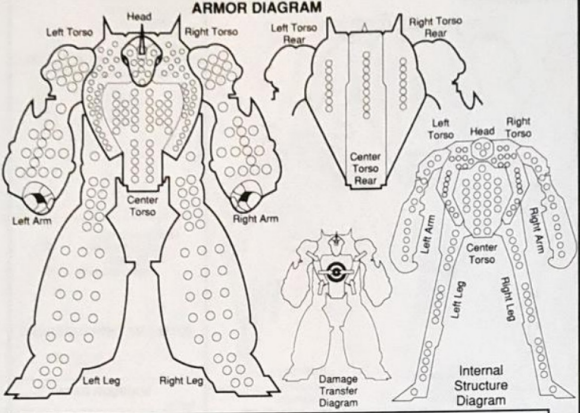
ARMOR DIAGRAM



MECH DATA

Type: MAD CAT (PRIMARY)
Tonnage: 75 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Pod Space Available: 28 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	MACHINE GUN	CT
1	ER LARGE LASER	LA
1	ER MEDIUM LASER	LA
1	MEDIUM PULSE LASER	LT
1	LRM 20	LT
1	ER SMALL LASER	LT
1	ER LARGE LASER	RA
1	ER MEDIUM LASER	RA
1	MACHINE GUN	RT
1	LRM 20	RT

AMMO: (w/Case)
L.R.M. Packs 6 / 6
Missiles per pack 20 20
MACHINE GUN 200

TOTAL HEAT SINKS (DOUBLE)
○○○○○○○○○○ - Fixed
○○○○○ - Pods
○○ - Pods

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Heat Sink
6. Heat Sink

1. ER Medium Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Pulse Laser
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM Ammo

1. ER Small Laser
2. Engine
3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Machine Gun
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Heat Sink
6. Heat Sink

1. ER Medium Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Machine Gun
2. Ammo (MG)
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM Ammo
2. Engine
3. Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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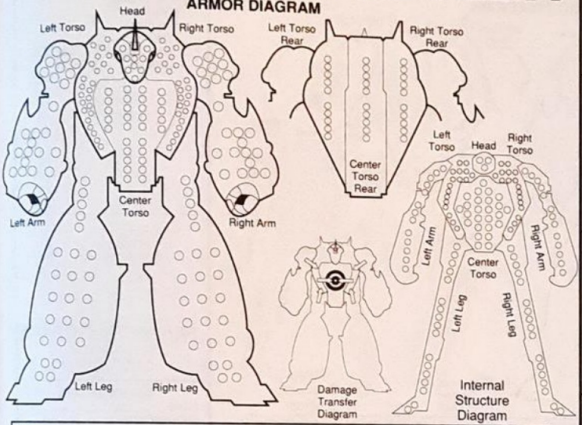
ARMOR DIAGRAM



MECH DATA

Type: MAN O' WAR (PRIMARY)
Tonnage: 80 TONS
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Pod Space Available: 21.75 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	ER SMALL LASER	CT
1	LB 5-X	LA
1	SRM 6	LA
1	LB 5-X	RA
1	SRM 6	RA

AMMO: (w/Case)
AUTOCANNON 10/10
S.R.M Packs 15/15
Missiles per pack 6 / 6

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. Ferro-Fibrous
6. Roll Again

1. LB 5-X
2. LB 5-X
3. LB 5-X
4. LB 5-X
5. Roll Again
6. Roll Again

Left Torso

1. SRM Ammo
2. Ammo (LB 5-X)
3. Engine
4. Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Gyro
3. Engine
4. Engine
5. ER Small Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

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Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. Ferro-Fibrous
6. Roll Again

1. LB 5-X
2. LB 5-X
3. LB 5-X
4. LB 5-X
5. Roll Again
6. Roll Again

Right Torso

1. SRM Ammo
2. Ammo (LB 5-X)
3. Engine
4. Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
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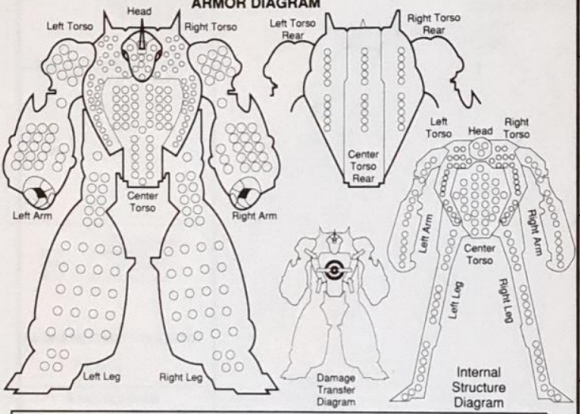
ARMOR DIAGRAM



MECH DATA

Type: MASAKARI (PRIMARY)
Tonnage: 85 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0
Pod Space Available: 32.5 TONS

WEAPONS INVENTORY

#	Type	Loc
2	ER PPC	LA
1	LRM 10	LA
2	ER PPC	RA

AMMO: (w/Case)
LRM Packs 12
Missiles per pack 10

TOTAL HEAT SINKS (DOUBLE)

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ferro-Fibrous

1. ER PPC
2. ER PPC
3. LRM 10
4. LRM Ammo
5. Roll Again
6. Roll Again

Left Torso

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ferro-Fibrous

1. ER PPC
2. ER PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Roll Again

1. Engine
2. Engine
3. Heat Sink
4. Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
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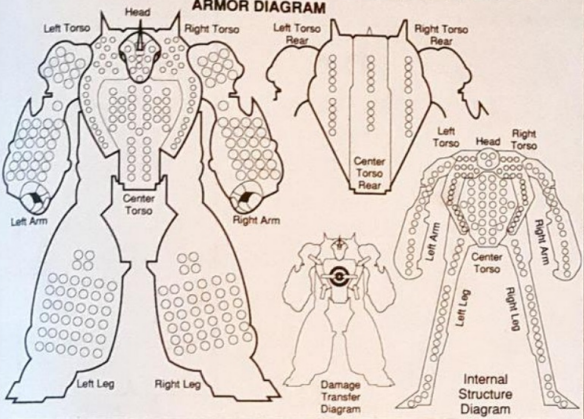
ARMOR DIAGRAM



MECH DATA

Type: GLADIATOR (PRIMARY)
Tonnage: 95 TONS
Movement Points:
Walking: 4 (8)
Running: 6 (8)
Jumping: 4
Pod Space Available: 26.25 TONS

WEAPONS INVENTORY

#	Type	Loc.
1	GAUSS RIFLE	LA
2	ER LARGE LASER	RA
1	MACHINE GUN	RT

AMMO: (w/Case)

GAUSS RIFLE	16
MACHINE GUN	200

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○ - Fixed
○○○ - Pods

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. Ferro-Fibrous

1. Gauss Rifle
2. Gauss Rifle
2 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

Left Torso

1. Ammo (Gauss)
2. Ammo (Gauss)
1 3. Engine
4. Engine
5. MASC
6. Roll Again

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. MASC
6. MASC

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Ferro-Fibrous
6. Roll Again

Right Torso

1. Machine Gun
2. Ammo (MG)
1 3. Engine
4. Engine
5. MASC
6. Roll Again

1. Ferro-Fibrous
2. Ferro-Fibrous
2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

FASA CORPORATION

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	
00	

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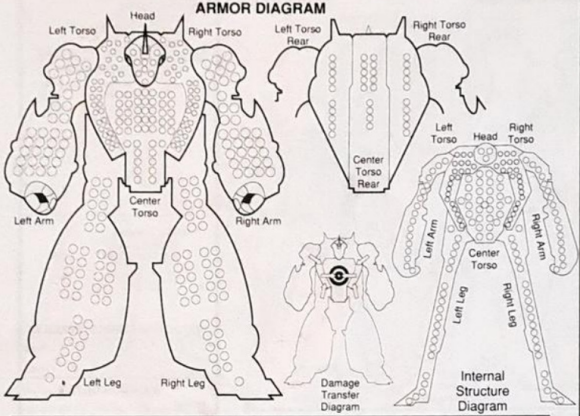
BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: DAISHI (PRIMARY)
Tonnage: 100 TONS
Movement Points:
Walking: 3
Running: 5
Jumping: 0
Pod Space Available: 50.5 TONS

WEAPONS INVENTORY

#	Type	Loc.
2	ER LARGE LASER	LA
2	MEDIUM PULSE LASER	LA
1	AC/5 ULTRA	LA
1	LRM 10	LT
2	ER LARGE LASER	RA
2	MEDIUM PULSE LASER	RA
1	AC/5 ULTRA	RA

AMMO: (w/Case)
AUTOCANNON 20/20
L.R.M. Packs 12
Missiles per pack 10

TOTAL HEAT SINKS (DOUBLE)

○○○○○○○○○○ - Fixed
○○○○○ - Pods
○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1. Medium Pulse Laser
2. Medium Pulse Laser
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Ammo (AC/5 Ultra)

Left Torso

1. LRM 10
2. LRM Ammo
1 3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

FASA CORPORATION

Right Arm

1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1. Medium Pulse Laser
2. Medium Pulse Laser
2 3. AC/5 Ultra
4. AC/5 Ultra
5. AC/5 Ultra
6. Ammo (AC/5 Ultra)

Right Torso

1. Engine
2. Engine
1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	
00	

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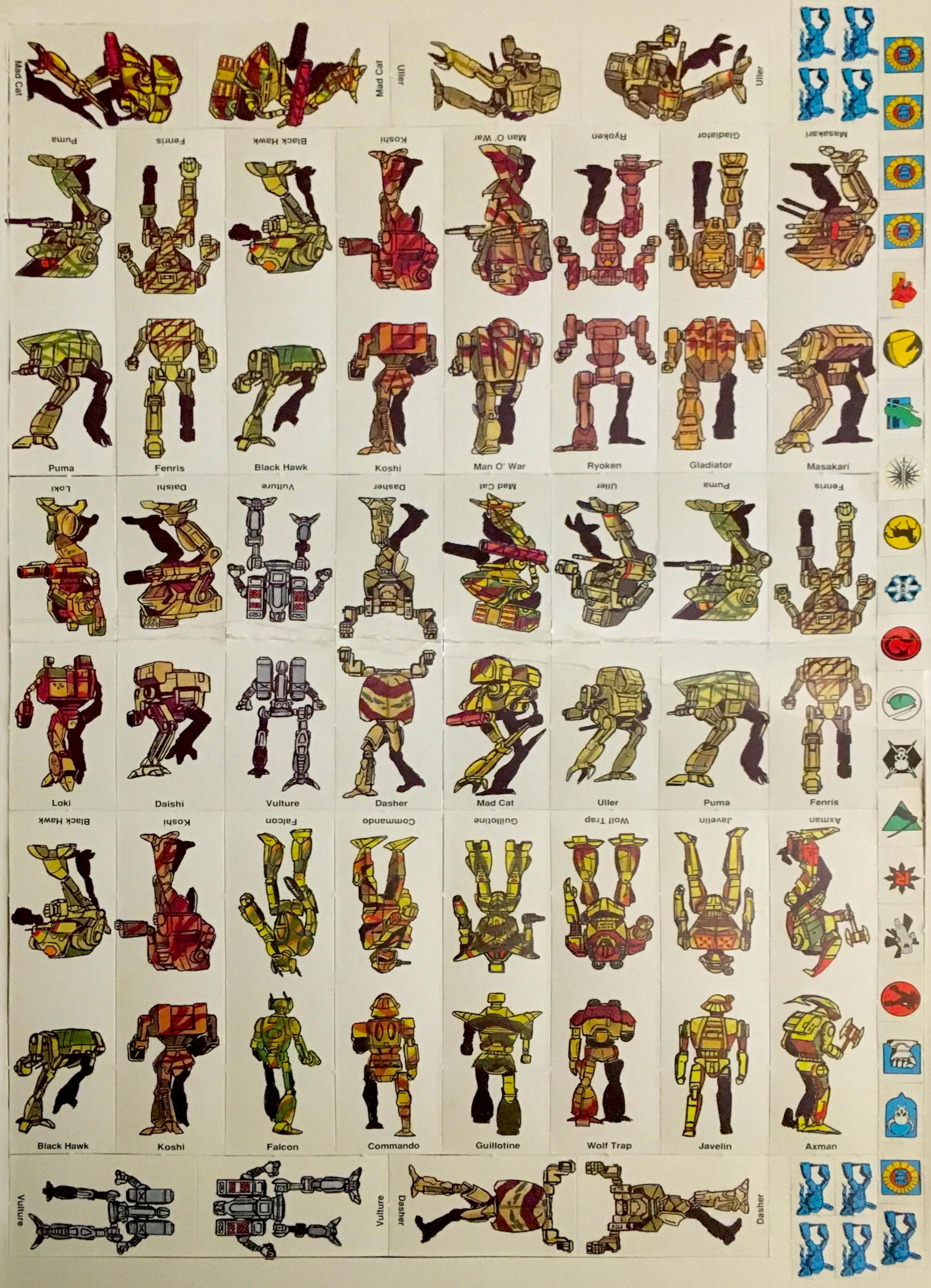

Mad Cat
Mad Cat
Uller
Uller
Puma
Fenris
Black Hawk
Koshi
Man O' War
Ryoken
Gladiator
Masakari
Puma
Fenris
Black Hawk
Koshi
Man O' War
Ryoken
Gladiator
Masakari
Loki
Daishi
Vulture
Dasher
Mad Cat
Uller
Puma
Fenris
Loki
Daishi
Vulture
Dasher
Mad Cat
Uller
Puma
Fenris
Black Hawk
Koshi
Falcon
Commando
Guillotine
Wolf Trap
Javelin
Axman
Black Hawk
Koshi
Falcon
Commando
Guillotine
Wolf Trap
Javelin
Axman
Vulture
Vulture
Dasher
Dasher

Masakari
Masakari
Gladiator
Gladiator
Cyclops
Assassin
Trebuchet
Dervish
Hunchback
Atlas
Vindicator
Hatchetman
Cyclops
Assassin
Trebuchet
Dervish
Hunchback
Atlas
Vindicator
Hatchetman
Vulcan
Victor
Scorpion
Thor
Ostroc
Urbanmech
Imp
Flea
Vulcan
Victor
Scorpion
Thor
Ostroc
Urbanmech
Imp
Flea
Hoplite
Hornet
Annihilator
Caesar
Mauler
Quickdraw
Raven
Jenner
Hoplite
Hornet
Annihilator
Caesar
Mauler
Quickdraw
Raven
Jenner
Daishi
Daishi
Loki
Loki

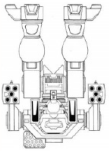
1636—B

Cataphract
Catapult
Crab
Centurion
Slasher
Orion
Sentinel
Uroc
Banshee
Jagermech
Wolfhound
Hellbringer
Shotgun
Spider
Hornet
Spider
Marauder II
Grand Dragon
Firefly
Kabuto
Warhammer
Mercury
Ostscout
Man O' War
Pyroken
Slasher
Banshee
Shotgun
Marauder II
Firefly
Warhammer
Ostscout
Man O' War
Pyroken
Hornet
Wolfhound
Sentinel
Crab
Catapult
Catapult
Orion
Jagermech
Spider
Grand Dragon
Kabuto
Kintaro
Mercury
Centurion
Uroc
Hellbringer
Spider
Marauder II
Firefly
Warhammer
Ostscout
Man O' War
Pyroken
Slasher
Banshee
Shotgun

Crusader
Shadow Hawk
Locust
Whitworth
Thunderbolt
Blackjack
Marauder
Awesome
Rifleman
Clint
Zeus
Phoenix Hawk
Enforcer
Battlemaster
Griffin
Goliath
Dragonfly
Atlas

Cicada
Shadow Hawk
Wolverine
Whitworth
Hermes II
Blackjack
Hatamoto-Chi
Awesome
Firestarter
Clint
Grasshopper
Phoenix Hawk
Archer
Battlemaster
Panther
Goliath
Charger
Centurion

1636–D



DAISHI
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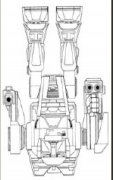

GLADIATOR
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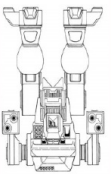
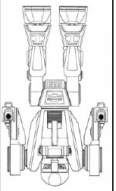
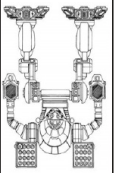


MASAKARI
OMNI



MAN O WAR
OMNI



MADCAT
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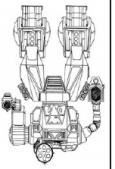
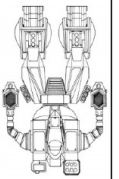
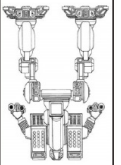


THOR
OMNI



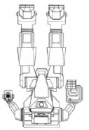
LOKI
OMNI



VULTURE
OMNI

RYOKEN
OMNI

BLACK HAWK
OMNI



FENRIS
OMNI

DRAGONFLY
OMNI

PUMA
OMNI

ULLER
OMNI

KOSHI
OMNI

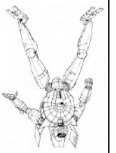
DASHER
OMNI

JENNER

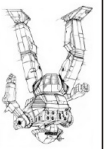
FIRESTARTER

VALKYRIE

URBANMECH



SPIDER

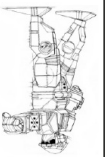


JAVELIN

HERMES

FIREFLY

FALCON



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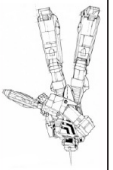
WASP



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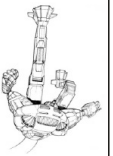


MERCURY

LOCUST

HORNET

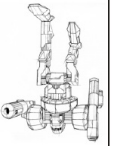
FLEA

WOLFTRAP

VINDICATOR

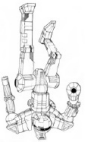
PHOENIX HAWK

HATCHETMAN

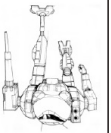


BLACKJACK

WHITWORTH



VULCAN



SENTINEL

IHERMES II

CLINT

CICADA

ASSASSIN

WOLFHOUND

RAVEN

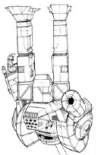
PANTHER

OSTSCOUT

QUICKDRAW

OSTSOL

OSTROC

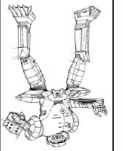


GRAND DRAGON

WOLVERINE

SHADOW HAWK

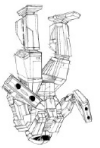
SCORPION



KINTARO

HOPLITE

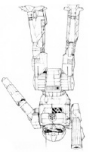
GRIFFIN



DERVISH

TREBUCHET

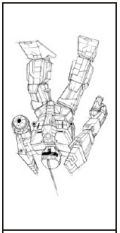
HUNCHBACK



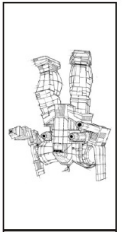
ENFORCER

CRAB

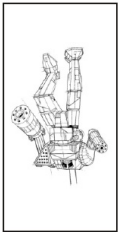
CENTURION



CHARGER



AWESOME



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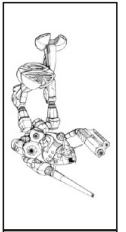
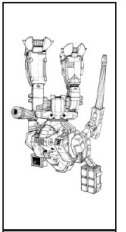
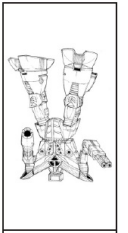


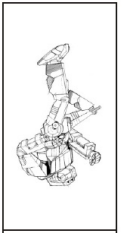
MARAUDER



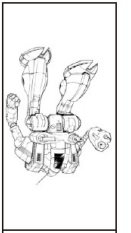
WARHAMMER



GUILLOTINE



GRASSHOPPER

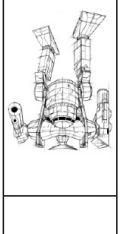


CATAPHRACT

CAESAR

ARCHER

THUNDERBOLT



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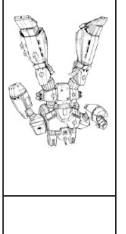

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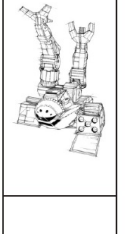

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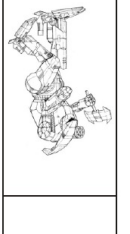

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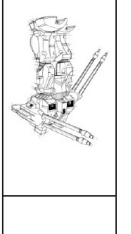

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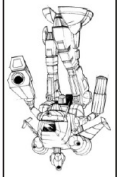

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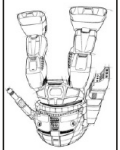

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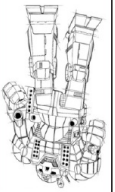

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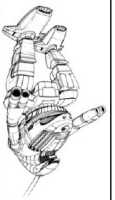

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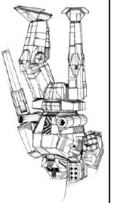

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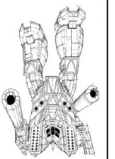

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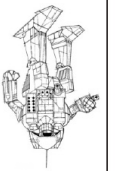
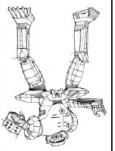


CYCLOPS

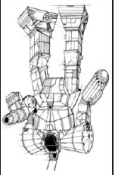
STALKER

SHOGUN



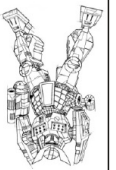
KATANA

BATTLEMASTER

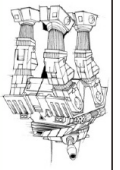


ZEUS

VICTOR



HATAMOTO CHI



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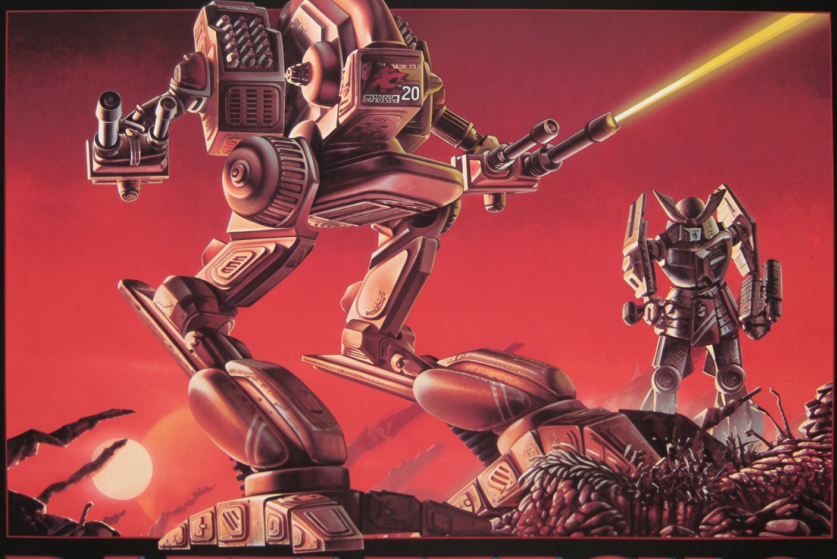

BATTLETECH REINFORCEMENTS 2

ADDITIONAL UNITS FOR BATTLETECH

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